

Jonathan Dubman

portfolio on the web at dubman.com

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OVERVIEW

- App developer with over 10 years of experience in every aspect of product design and development from zero to the App Store, primarily for Apple platforms and the web
- Senior/Lead Engineer, with bonus experience in project management, program management, product management, writing and public speaking, teaching and mentoring
- Favorite tech: Linux, macOS and iOS, Node.js / JavaScript / TypeScript, React, React Native, Swift / SwiftUI, Python, Git
- Built multiple Mac apps for Microsoft, and iOS apps for startups
- Co-founded first startup at age 13. Taught software engineering at Yale
- B.A. Applied Math with Computer Science emphasis, UC Berkeley

EXPERIENCE

Lead App Developer, iOS - Pathify - 2019 - present (own project)

Conceived and built the mobile app Pathify, published to iOS App Store, using React Native, TypeScript, Redux, Redux-Saga, Realm DB, Mapbox, Victory charts. Pathify is a privacy-first activity tracker that combines a map with a scrollable, zoomable timeline. Now moving to SwiftUI

Lead Front End Developer - Cohort.AI, a medical AI / health care startup - 2018 (contract)

Built a web-based interactive query builder and real-time results browser, with React, TypeScript, MaterialUI library, plus middleware in Node, for an NLP-based service for populating clinical trials

Lead Mobile Engineer- Tousled, Inc., a women-owned Seattle e-commerce startup - 2016-2017 (contract)

Built (and co-designed) a React Native mobile e-commerce app, with typical range of features such as signup, photos and profile editing, browsing and searching, chat and messaging, shopping cart, transactions. Integrated with Stripe and an Angular-based back-end. Published to iOS App Store

Senior Full Stack Engineer - Porch.com, Seattle - 2015

Built web UI and corresponding service layer to launch a new platform integrating home installation with third-party retail sites, using Node.js, React on the front end and Java on the back end

Startup CTO + Engineering Lead + App Developer - A curbside pickup startup in Seattle - 2012-2014

Conceived, designed, built and published (to iOS App Store) mobile apps and services for the world's first curbside pickup service platform for restaurant take-out and retail purchases. Used PhoneGap / Cordova and Backbone.js client-side, and AWS, Ubuntu Linux, Node.js, MongoDB server-side

Selected technologies, tools, platforms, plug-ins and libraries. Established coding standards and testing methodology. Implemented server API, apps and UI, logging, monitoring, debugging tools, deployment scripts, test automation, security and machine learning

Software Developer - Walk Score, Inc. - 2011-2012

Developer for Walk Score's Apartment Search, which later became Redfin's. Built, operated and optimized system to retrieve, geocode and index every apartment listing in the U.S. on third-party listing services, and various parts of a web app to map, filter and explore rental listings, with mobile device support. Coded and optimized parallel processes on a Linux server cluster, using Python, Flask, SQLAlchemy, JavaScript, Bash scripting, Amazon AWS, EC2 and S3, with caching, logging, monitoring. Also implemented Favorites, Facebook integration and various UI components

Software Developer - Dinerware, a leading provider of restaurant point-of-sale systems - 2009-2010

Built features for a Windows-based touch screen POS system using .NET and XML web services. Added table management and integrated third-party loyalty systems

Project Manager - Microsoft Communication and Collaboration Services (via contract) - 2007-2008

Built and led a technical team of 16 to deliver customer-facing UI for the initial version of what became Office 365. Screened candidates, developed, negotiated and tracked project budgets and schedule, kept team on track to hit ambitious goals on a project with high stakes for Microsoft

Product Manager - Microsoft Worldwide Licensing and Pricing (via contract) - 2004-2005

For a large-scale IT project to overhaul commercial licensing and services at Microsoft, researched and documented a vast range of business processes and rules. Worked with executives and consultants to iteratively plan the project, upgrade the information architecture and related tools

Software Design Engineer - Microsoft Research (via contract) - 2003

Built a communications tool with conversation threading before Gmail, and a real-time "Slack + Messages" UI with email + voicemail + media + SMS/chat, demonstrating many UI innovations that would be popularized by others years later. Integrated with Microsoft Exchange using C# and .NET

Vice President & Board Member - Shively International, Inc., Seattle and Mexico - 2000-2002

Co-authored business plan for a chain of for-profit Latin American Internet cafés, raised funding. As team of three, oversaw 60-person org operating 25 computer centers including Mexico's largest public internet facility. Breached the digital divide by exposing over 25,000 students to computing for the first time. Pursued partnerships with web portals, governors and secretaries of economic development. Publicly praised by President Vicente Fox of Mexico for our contributions to education

Program Manager - GiftSpot.com (later GiftCertificates.com), Seattle - 1999-2000

Designed, delivered and documented back-end systems and team-wide processes including accounting, customer service and administrative tools, transaction logs and backups, fraud detection, web site monitoring, problem escalation, load balancing

Guest Fellow - Yale University, New Haven, CT - 1999

Developed and taught an undergraduate seminar "Real World Software Engineering", leading an 18-person team (6 developers, 6 program managers and 6 testers, rotating positions) to launch a web auction site modeled on eBay, with milestones, specs, schedules, design reviews, and code reviews. Built and used a JIRA-like bug tracking tool for the class using Microsoft's web and DB technologies

Software Design Engineer - Microsoft 1994-1997

Developer, then Lead for various versions of Microsoft Bookshelf, a multimedia reference with 8 books in various languages, for Mac and Windows. Managed contract developers, coded in C++

Software Design Engineer - Microsoft 1990-1994

Developer for multiple versions of Microsoft Works for the Macintosh, in C and 68K assembly language. Led heroic effort to rewrite the entire Word Processor module with an understaffed team

Software Design Engineer - Microsoft (internship) - 1989

Optimized file format conversions and reduced memory footprint for the initial launch of Microsoft Word for Windows, version 1.0, using C language

Software Developer - Infinity Software, Emeryville, CA - 1988

Developer on the first color desktop publishing app, for Commodore Amiga, in C and 68K assembly

Instructor, Summer School Faculty - Latin School of Chicago - 1984-1986

Taught programming, math and computer graphics classes at the college prep school I also attended

Co-founder and App Developer, Aristotle Software - 1981-1985

At age 13, co-founded a company to develop, package, advertise and sell software for the Apple II
Featured in TIME Magazine cover story on "Computer Whiz Kids", publicly praised by Steve Jobs
Designed and built popular video game *Quasar* in pure 6502 assembly language
Conceived, coded and ran a functioning multi-user online service, Jonathan's Apple, in 1984

Hosted a weekly program for three years on NPR-affiliate WBEZ radio in Chicago (age 10-12)
First place in Westinghouse Science Talent Search for Computer Applications in Astronomy (age 12)

CIVIC LEADERSHIP & VOLUNTEER WORK

Over a period of 15 years (1997-2012), I had a parallel second career as a community organizer and civic volunteer. In those roles, I achieved multiple significant impacts on the public debate, timeline, scope and design of the Washington State Department of Transportation's \$5 billion SR 520 bridge project in Seattle.

Elected to represent Seattle's Montlake district. Appointed to the state's Advisory Committee and the Governor's Mediation Panel. Came up to speed on the gamut of related engineering and planning disciplines. Inspired and worked with architects, urban planners and engineers to develop and promote a series of highly creative and innovative proposals to address a wide array of environmental and transportation issues. Built an unprecedented coalition of community leaders, environmental and business groups and other stakeholders. Authored opinion pieces for media, participated in televised debates and interviews. Invited by elected officials to draft language for city and state legislation, and to work directly with the Governor and her staff

Personally featured in the New York Times 3/5/2006, many other media, TV, radio, newspapers, magazines

EDUCATION

B.A. Applied Mathematics with Computer Science emphasis, University of California at Berkeley