Jason Eberle — *Front-end Engineer*

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I'm a UX engineer with over a decade of experience building world-class user interfaces on small, fast-moving teams. I value working shoulder to shoulder with teammates who care as much about quality as I do, and I've spent my career helping organizations elevate their engineering culture by setting high standards for craft and attention to fit & finish. I am fearless in the face of squirrely problems, eager to collaborate up and down the org chart, and dedicated to delighting users with high-fidelity software.

Airtable — *Software Engineer* — January 2024 - present

- Joined as part of an acquisition to jump-start a company-wide push into a new platform paradigm. I can't say more at this point, but the work will be public before the end of 2024.

Balsa — *Software Engineer* — July 2020 - January 2024

- Joined Balsa as their first engineering hire and architected front-end UI through three distinct iterations of the product: a desktop GitHub & Jira client, a task-focused project-management tool, and a rich text editor for collaborative feature planning.
- Established core engineering policies, including code review standards, bug tracking processes, and accessibility best practices.
- Worked closely with the design team to establish durable front-end components & design patterns that could endure the rigors of startup-speed development in a high-iteration environment.
- Developed early user relationships, fielding bug reports & feature requests and running user-testing sessions.

imgix — *Front-End Engineer* — April 2015 - June 2020

- Overhauled a "minimum-viable" user dashboard into a robust application with reusable components, a reliable build system, and a rigorous test suite that's still serving customer needs in production to this day.
- Grew the front-end team from just myself to eventually include three junior engineers. I developed the hiring rubric, ran the interview process, and managed the team for multiple years.
- Started a new team from the ground up to maintain & develop the company's SDK products. This involved an extensive hunt for qualified candidates, culminating in three hires.
- Built a powerful admin dashboard to help with daily customer support & sales needs, including tools for managing customer accounts & projecting changes in customer usage patterns.

Stripe — *Engineer* — January 2014 - February 2015

- Built & iterated on a guided experience to help users provide evidence for disputed credit card transactions through the product dashboard.
- Designed & developed an internal service for compiling user-submitted written & visual content into standardized PDF files for automated submission to financial institutions.
- Led efforts to improve processes for project planning & bug tracking in the product engineering organization.

Everpix — *Web Developer* — December 2011 - November 2013

- Joined Everpix as their first engineering hire, responsible for building & maintaining the web-app product through alpha, beta, and public launch.

Rochester Institute of Technology — *B.S. in New Media Interactive Development*

- Graduated May 2010 with Highest Honors, GPA 3.86 / 4.00
- Coursework included programming in JavaScript & ActionScript, web & graphic design, multimedia fundamentals, and print media production.

Relevant technical skills:

- Typescript & JavaScript
- React, Angular, Vue.js
- GraphQL & REST APIs
- Expert in CSS, both modern & ancient
- Front-end best practices: cross-browser support, mobile considerations, a11y, i18n, e2e & visual regression testing, analytics.
- Experienced with back-end languages, too: NodeJS, Python, Ruby, and PHP

Relevant non-technical skills:

- Clear & concise writing for communication, documentation, and copywriting.
- Straightforward & empathetic verbal communication, in both one-on-one and group settings
- Extensive track record of thoughtful reviews for both code & design
- Innate mentorship & teaching skills for junior & senior colleagues alike

Handy bonus skills:

- Background in typography & print layout
- CSS & JS animation techniques
- Proficient with design software: Figma, Sketch, and Adobe Creative Cloud
- Absolute magician with SVG
- Fearless approach to regular expressions
- Weirdly interested in HTML email templates