

Jean-Pierre Gary

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Driving innovation for over 15 years in technology across diverse leadership positions.

7 Webbys, 2 Cannes Lions, 3 Awwwards, 2 One Show, 10 FWAs, 3 D&AD, 2 Communication Arts, 1 Clio

Engineering Manager • Adobe • Jan. 2020 – Current

Partnering across departments to shape product features. Determines optimal action plans and delegate assignments to direct reports. Drives the development of features of varying scope. Presents strategic squad roadmaps to leadership. Proactively anticipates and addresses bottlenecks, identify, assess, and mitigates those risks. Effectively manage cross-functional projects by providing daily tactical management, to ensure engineering teams attain the highest level of technical excellence and code stability. Fosters the growth of direct reports through mentoring, promotions, and enabling measurable impact within the department.

Technical Director • Stink Studios • Dec. 2014 – Jan. 2020

As a director, took part in strategic business decisions and resourcing engineering teams. Managed developers ensuring the successful execution of client deliverables. Designed and implemented scalable architectural systems, along with efficient tooling for optimizing workflows and establishing industry best practices across the agency. Responsibilities included a broad range from new business presentations up to product delivery. Contributed to key project tasks such as feature planning, architecture mapping, prototyping, development, documentation, and played a pivotal role in mentoring junior to senior team members.

Design Technology Lead • HUGE • Oct. 2013 – Nov. 2014

Bridged the gap between Technology and UX Departments, serving as a technology expert. Made notable contributions to projects in pairing with designers to verify technical capability. Capitalizing on my extensive full stack experience, to prototype on design concepts and assess their viability. Led the development of state-of-the-art technical solutions for customized experiences on high impact products, utilizing the latest web and iOS technologies, including the advent of Swift (iOS). Operated an education program to teach designers fundamentals in technology.

Design Technology Director • Thomson Reuters • July 2012 – Oct. 2013

Staffed an international team of engineers, located in the UK and US. Contributed to the development of the next iteration of Reuters.com, built on a new tech stack. Pioneered groundbreaking technical solutions to create a seamless UX for news online, while maintaining strict adherence to search optimization and accessibility requirements. The team received recognition in industry publications The experiences we made continue to be utilized to this day in news products.

Senior Developer • Stink Studios • Dec. 2010 – July 2012

Developed web, installations, and mobile apps. Demonstrated expertise across a broad range of languages and platforms. Built end-to-end solutions for clients; including configuring infrastructure to building award winning interactive experiences with dynamic video and WebGL. Collaborated across multiple in house teams, successfully executing concurrent projects on aggressive timelines. As the principal engineer in the NY location; also engaged directly with clients, delivering impactful presentations, guaranteeing agency credibility. Also functioned as the technology specialist on film shoots.

User Interface Director • Noise New York • Oct. 2007 – Nov. 2010

Skills

Proven success ensuring team goals are aligned with expectations and the organization's roadmap.

Navigates ambiguity with clarity for stakeholder alignment and cross-functional team collaboration.

Develops core business initiatives and roadmaps in partnership with product, design and technical leads to ensure predictable, reliable and sustainable delivery.

Shapes the engineering organization's operating model in onboarding, strategy, planning and prioritization process.

Understands the strategic impact of risks and is able to prioritize and summarize elegantly to leadership.

Champions diversity and empathy, by providing a positive culture where every individual is empowered to contribute.

Technical Experience

Javascript, React, Apollo/GraphQL, Redux, Vue, WebGL, Shaders, ThreeJS, Pixi, SVGs, D3, CSS Styled-Components, SASS, Stylus.

NextJs, NodeJs, Python, Django, Mongo, PHP, MYSQL, Electron Applications.

Experience using NLPs, and OpenAI APIs. AWS, GCP, Vercel, CircleCi, Cypress, Serverless, Distributed Systems, Wordpress VIP, Contentful, Shopify, Watson. Swift ARKit, SceneKit, Arduino.

Recognition

Cannes Lions (x2), Webbys (x7), Awwwards (x3), One Show (x2), FWA (x10), D&AD (x3) Communication Arts (x2) Clio (x1) Sites (x2) showcased on google.com Designing News: Changing the World of Editorial Design and Information Graphics Communication Arts Interactive Annual (2016)

Education

Parsons School of Design 2005–2007 (MFA)
Earlham College 2001–2005 (BA) Double Major