Jp Gary

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Shaping technical innovation in SAAS and digital media products for 15 years.

Awards
Cannes Lions (x2), Webbys (x7), Awwwards (x3), One Show (x2), FWA (x10), D&AD (x3) Communication Arts (x2) Clio (x1) showcased on google.com (x2).

Publications
Designing News: Changing the World of Editorial Design and Information Graphics Communication Arts Interactive Annual.

Squarespace - 2024-Current
Engineering Manager
Engineering manager for the Growth Conversion group. Overseeing two teams with a combined total of 7 direct reports. Collaborates across many teams to deliver AI driven personalized templates for users. We use the latest in generative AI models for both text and image (Dall-E, GPT-4o, Imagen) with Data Science to build websites catering to users' needs. Surface areas include Template store and Blueprint AI.

Adobe | Frame.io - 2020-2024
Engineering Manager
Joined Frame.io working on core features which lead to a $100M ARR business and an acquisition by Adobe for $1.2 billion. Fostered best practices on the company's brand new tech stack. Worked with product to Roadmap core features integral to the business. Had up to 9 direct reports including one EM, and multiple Staff engineers. Developed engineering excellence in ICs and fostered a culture of growth through mentoring, and promotions. Enabled the team to make measurable impact and process improvements across the organization. Proven success partnering with other teams within the Adobe organization to implement cross functional products. Responsible for system designs interlinking various APIs and architectural patterns across the platform. Have taken the initiative to create new internal tools that have been adopted across the Adobe company.

Stink Studios - 2014-2020
Technical Director
Took part in strategic business decisions and resourcing of teams. Managed engineers ensuring the successful execution of deliverables. Designed and implemented secure, and large scale architectural systems. Established industry best practices across the agency by building efficient tooling, and applying optimized workflows for CI/CD.

Crafted award winning performant solutions out of complex feature requirements. Responsibilities included feature planning, leading architecture design for large scale projects, development, documentation, and played a pivotal role in mentoring junior to senior team members.

Huge - 2013-2014
Technology and Design Lead
Led development of bespoke experiences for clients on high impact products and software. Utilized the latest web and iOS technologies. Partnered closely with Directors and VPs to make impactful contributions to projects and validate feasibility. Leveraged extensive full stack experience, to prototype anything. Operated a company wide education program to teach designers fundamentals in technology.

Reuters - 2012-2013
Design Technology Director
Staffed a global team of engineers, located in the UK and US. Contributed to the development of the next iteration of Reuters.com. Pioneered groundbreaking technical features 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. *Project was halted abruptly by executive leadership*.

Stink Studios - 2010-2012
Senior Full Stack Engineer
Developed expertise across a broad range of code languages and platforms. Built end-to-end solutions for clients for web, mobile and physical installations. Created award winning interactive experiences with modern technologies such as dynamic video, and WebGL. As the principal engineer in the NY office, I coordinated with multiple teams across concurrent projects on aggressive timelines. Also responsible for communicating with clarity to clients about complex challenges. Operated as the technology specialist on set for film productions.

Noise Marketing - 2007-2010
User Interface Director
Directed UI and development for major brand .com sites. Made innovative end to end solutions for marketing, and social media applications. Was awarded a partnership stake in the company because of my performance and impact.

Technical Experience

Javascript, Typescript, Web Workers, HLS, ContentEditable, React, Apollo, GraphQL, Redux, Vue, Slate.js WebGL, Shaders, SVGs, D3, CSS, Styled-Components. NextJs, NodeJs, Python, Django, Mongo, Elixir, PHP, MYSQL, Electron.

Experience using NLPs, OpenAI APIs. AWS, GCP cloud rendering, Vertex AI, GPT-4o, Vercel, CircleCi, Github Actions, Cypress, Jest, Server-less, Distributed Systems, Chromatic, Storybook, Wordpress VIP, Contentful, Shopify, Watson. iOS, Swift, ARKit, SceneKit, Arduino. ffmpeg, extensive familiarity with video formats and After Effects.

*Expertise making products **a11y** (accessibility) compliant, **i18n** (internationalization) support and following **security compliances** from industry leading companies such as Adobe, Google, and Spotify.*

*Can create system health monitoring with **telemetry** through tooling such as Datadog, Sentry, and Checkly.*

*Use of **text tokenization** and building custom **WYSIWYG HTML editors** using **contentEditable**.*

***Building fully custom CMS tools** for enterprise clients including Google, Facebook, Spotify and the Wall Street Journal. Capable of supporting multiple languages and 3rd party translation services.*

*Experience working on HLS and **video streaming** on the web. Including use of complex interactive media and 360 video.*

*Knowledgeable in designing, and implementing **OAuth Device Authorization Grants** (RFC 8628).*

*Expertise with designing performant **multi-chunk uploading** to the cloud for enterprise customers at scale.*

Best practices for frontend performance, and 60fps experiences. Using strategies such as list virtualization, virtual dom/canvas rendering, GPU acceleration, throttle/debounce, offloading work to web workers and benchmarking.

Skills

Self-directed nature effortlessly taking initiative on tasks.

Proven success navigating ambiguity with clarity for leadership alignment and cross-functional team collaboration.

Develops core business initiatives and roadmaps in partnership with product, design and cross-functional partners to ensure predictable, and reliable 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 accordingly.

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

Can articulate complex ideas to stakeholders.

Education

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