

JARRETT GOSSETT SOFTWARE ENGINEER

EXPERIENCE

Staff Engineer @ [Mailchimp](#)

Jan 2017 — Present

- My first few years at Mailchimp, I worked on a handful of product features including a new UI for editing campaigns and the UI to create postcard based campaigns.
- I helped architect and plan Mailchimp's transition from an MVC, server-driven model to building new features with a client-side React architecture.
- While working on this platform, I helped build and maintain a modern front-end pipeline including Webpack and Babel. I also worked on rolling the new architecture out to product teams without impacting existing projects. This required extensive documentation and tooling, as well as partnering with other teams.
- I've helped build out the design system/component library for Mailchimp, known as Wink.
- I routinely mentor more junior engineers through pairing sessions and code reviews.

Lead Software Engineer @ [REscour](#)

Jun 2014 — Jan 2017

- REscour brought me onboard to lead their UI engineering, including the primary REscour application as well as the data management tools.
- I worked directly with the CTO and CEO to plan new features and UX
- I spearheaded efforts to enforce and maintain code quality, continuous deployment, and to convert a legacy Angular.js app to a React/Redux-based architecture.
- The biggest lesson I took away from REscour was how to work nimbly as a small startup while still producing quality software.

Software Engineer @ [Tapjoy](#)

Sep 2012 — Jun 2014

- I worked on Tapjoy's Partner Tools team, building features for the customer dashboard.
- During that time, we completely modernized the Tapjoy dashboard and ad management platform.
- Working in the Atlanta office of Tapjoy, headquartered in San Francisco, taught me how to work remotely with a distributed team.
- At Tapjoy, I first started working on client-driven applications using a single page application architecture.

Lead Developer @ [Remark Media](#)

Sep 2009 — Aug 2012

- I played an instrumental role in the development of high traffic websites including Sharecare and Dimespring.
- Here I honed my specialization as a front-end engineer and became a resource for front-end best practices for the engineering organization.
- After being promoted to lead developer, my primary role was managing high-level architecture, prototyping new features, developing libraries/tools and helping other developers troubleshoot tough problems.

Web Developer @ [AirTight Design](#)

Oct 2006 — Sep 2009

- While at AirTight Design, an agency with numerous clients of all sizes, I lead several web application projects from conception to launch for clients such as Berkshire Hathaway, Kia, and Cartoon Network.
- Agency work taught me how to properly estimate projects and context-switch into different projects multiple times throughout the day.
- As only the 4th hire at the time, I learned how to wear many hats and approach projects with a full-stack mindset.

SKILLS

Languages

Javascript, TypeScript, HTML, CSS/Less/Sass, PHP, Ruby, CoffeeScript, SQL, GraphQL

Libraries

React, Node.js, Express, Next.js, Ruby on Rails, Zend, Redux, Angular, Backbone.js, jQuery

Tools

Webpack, Babel, PostCSS, Jest, Storybook, Gulp, Grunt, Vagrant, Docker, GCP, MongoDB, MySQL/Postgres, Firebase, Elasticsearch, git

EDUCATION

Georgia Northwestern Technical College

Associates — Computer Information Systems

CONTACT

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