Jef Armstrong

A Creative Full-Stack Software Engineer

jef.armstrong@gmail.com
(609) 216-5092
jefarmstrong.com

EXPERIENCE

Daily Harvest, *Senior Software Engineer*

Jun 2016 – Aug 2022

First engineer hired. Built the initial webapp in collaboration with the CTO. Hired, trained, and mentored team of 10 engineers. Leveraged a broad skill-set and knowledge to assist and resolve issues across the entire organization, front-end and back-end.

SiriusXM, *Software Engineer Consultant*

Oct 2013 – Jun 2017

Pioneered the creation and development of an innovative data visualization tool that displayed information regarding weather, traffic, cameras, parking, and parking over a Google Map, showcasing SirusXM's geospatial content.

CueNotes, *Co-Founder, CTO*

Aug 2011 – Oct 2013

Co-founded social music app based on user generated "liner notes" synced in time with the music. Worked with many artists including Fred Durst.

Fuzzi Tail Software, *Founder*

Jan 2010 – Jun 2017

Made iOS apps and games (see projects)

Semandex, *Principal Software Engineer*

Oct 2003 – Jan 2010

Conducted software development for a defense contractor for the Marine Corps Intelligence Activity. Maintained a TS/SCI security clearance.

barnesandnoble.com, *Director Search*

1998 – 2003

Built the search engine that powered all book searches (~ 1M / day).

Muze (Rovi), *Software Engineer*

1991 – 1998

Touchscreen kiosks for music/video/book stores.

SKILLS

Front-end
React, Redux, TailwindCSS, , Eleventy

Back-end
Python, Flask, SQL, Node.js, GraphQL, MongoDB

Mobile
React-Native, react-navigation Objective-C, XCode

Tools & Platforms
Git, Github, Vite, Netlify, nHost, Hasura, RailwayApp, Contentful, Braze, GTM

Personal
Team building, mentoring & coaching

Projects

Mondrian: iOS puzzle game based on the art of Piet Mondrian

Fishe: iOS fishing tracking app

Syde: iOS social photo sharing app

Tapnastics: iOS rhythm tapping game

Education

Coursework, Music & Liberal Arts: **St Mary's College, Penn State**

Interests

Chess, Fishing, Jazz