# Dustin Johnson

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**Profile**

I am a technical lead and full stack engineer with a background in design, creative agencies and startups.  Most recently I have managed teams of managers, shaping product roadmaps, steering strategic initiatives, and interfacing with executives.  I've worked in most areas of digital business ranging from high traffic consumer facing products to enterprise back end tools and internal platforms.  I specialize in global platforms and working with distributed teams in the media, advertising, and e-commerce space.  I am currently leading initiatives for Red Bull Media House where I am focussed on their global digital TV platform.

**Recent Projects**

### Red Bull TV Platform - 2016-2017

Lead multiple teams of in house engineers in a successful transition from a monolithic Java backend to a polyglot microservices architecture.  Optimized all phase of the SDLC and provided direction on platform architecture, API interfaces, and best practices.  The services support millions of active users across over a dozen platforms ranging from Xbox One, Roku, PS4 and Chromecast to native mobile apps and responsive websites as well as dozens of internal content management and analytics tools.

### Red Bull TV Applications - 2015-2016

Managed multi-million dollar 3rd party vendor contracts and development teams to roll out a new UX and CI for all mobile apps, including Android, iOS, Amazon Fire, Apple Watch, as well as 10ft Android TV and Apple TV (tvOS).  Maintained a 4.9 average app store rating for both Google Play Store and Apple App Store with millions of installs on each platform.  Apps have been featured many times in The App Store and presented on stage at Google I/O.

### Amazon Prime and Kindle Fire - Q1 2015

Developed digital advertising strategy for Prime Instant Video and the Kindle Fire HD.

### BadAssembly.com – Q1 2015

Re-built agency portfolio site. Rails CMS backend, Postgres DB, deployed via Git on Heroku.  Fully responsive front end SPA built in Backbone with Marionette, consumes a custom JSON api.  Features advanced HTML5 video integration, 2D canvas animations, and an innovative multi-directional swipe UX.  Won Awwwards Site of the Day as well as Microsoft Developer award.

### Santa's Cosmic Mixtape – Q4 2014

Technical lead for experimental WebGL holiday project.  Engineered 3D animation pipeline from Cinema4D and Blender through Collada format and OBJ into WebGL leveraging ThreeJS.  Oversaw VFX, animation scripting, and lighting as well as an intricate SVG pre-loader.

### ADN and 3Plus Logistics integration – Q4 2014 / Q1 2015

Contracted to build a content management system for e-commerce suppliers to catalog their inventory for direct overseas sales in South Korea through a vertically integrated logistics channel.  Architected and developed a full set of JSON api's utilizing NodeJS, Express, MongoDB with Mongoose as the ODM, to support an AngularJS SPA with user authentication and autosave functionality.

### Shopify App for Stealth E-commerce Startup – Q4 2014

Developed a NodeJS app that integrates a Heroku deployed KeystoneJS CMS with shopify.com API's to support a fully SPA AngularJS e-commerce site with Shopify for customer accounts and billing.

### History Channel, Sons of Liberty Interactive – Q3 2014

Built AngularJS based social game for *Sons of Liberty* TV miniseries show launch.  Fully responsive, deployed on AWS with small footprint for iframe embed and custom integration with Facebook and Twitter.

### Justin Wine and Landmark Vineyards - '13-'14

As part of a two person team, built two bespoke e-commerce and brand sites for high end wineries owned by Roll Global, working with Firestation Agency (FSA).  Git deployed on LAMP stack running Wordpress 4 as a CMS only solution, opting to use WP-JSON API to feed a fully AngularJS front end.  Fully responsive, backwards compatible to IE8.  Jade templates, CoffeeScript, and Stylus (css) compiled with Brunch.io.  Ran independent *Development*, *Stage*, and *Production* environments based on Git branches.

### KoreAm Journal Site Migration and Improvements – Q2 2014

Migrated large database of magazine articles dating back to 2003 to a new responsive and up to date Wordpress based site deployed on Amazon EC-2 with Cloudfront content caching.  Previous site failed under a 7K daily user load.  New deployment has supported 50-60K users per hour without issue, finally allowing the magazine to make profits with online publishing.

### HalosFun.com – Q3 2013

Brand site for record $100 million campaign supporting new agriculture brand for The Wonderful Company.  Backwards compatible to IE9 despite heavy use of CSS gradients, hardware accelerated 3D translate parallax animations, and 2D canvas animations.

American Standard Television - '08-'13

As the technical Co-Founder of this multi-million dollar Internet video startup, scaled a team of 2 up to nearly 20 full time employees managing 13 direct reports on a daily basis. Oversaw 25 product releases ranging from early prototypes to full production. Wrote early technology patents, oversaw UX design, provisioned and maintained video encoding and server infrastructure, and wrote the SPA web client.

AST is an end to end IPTV platform delivering HD video Over-the-Top of any ISP to any country around the world through a proprietary content management platform, channel programming engine, and full support for multilingual metadata and video-on-demand. The web services and CMS were built in .Net framework hosted on Azure with SQL Server databases. The front end ranged from a native iOS, Adobe Air on Linux, embedded device GUI's, a native Android app, to an AngularJS based HTML5 site.

**Past Employment**

Lead Product Manager for RBTV - Red Bull Media House, '15-present
International media house for content that is "beyond ordinary"

Technical Lead - Bad Assembly, '13-'15
Award winning creative agency in downtown Los Angeles.

Head of Product Development - American Standard Television, '08-'13
Multi-million dollar technology startup focussed on international television and internet video.

Freelance Developer and Designer - Los Angeles and Santa Barbara, '05-'10
Worked for a range of clients on digital projects involving content production, design, and web development. Clients included agencies like SS+K, international brands like Puma, and large media companies like 20th Century Fox.

**Education**

University of Southern California, Los Angeles – BA Critical Studies, 2008
Honors Certificate in Multimedia Scholarship, Institute of Multimedia Literacy at the Annenberg School of Communications

**Skills**

Node, Jade, Liquid, Handlebars, ES6, CoffeeScript, Less, Sass, Stylus, Angular, React, Vue, Express, Mongoose, Mongo, Rails, Postgres, Wordpress, LAMP, AWS, Heroku, Azure, Python, Bash, ffmpeg, Shopify, Stripe, WebGL, ThreeJS, Akamai

**References**

Available on request