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EXPERIENCE

Just Technologies AS Oslo, Norway

Head of Engineering

January 2019 — Present

September 2020 — Present

- Architected cloud-native microservice platform running on Kubernetes with >30 microservices to suit customer needs. Defined API boundaries, database schemas, authorization & authentication routines, and was accountable for platform quality, security, stability, resiliency, and performance.
- Hired, onboarded, and managed a team of remote engineers to our platform and processes, coaching them to collaborate well with each other and increase their effectiveness.
- Negotiated agreements with vendors including larger contracts with cloud vendors.
- Led the team through security audits and penetration tests, rapidly fixing revealed vulnerabilities along the way. Ultimately, we received top marks during our penetration tests and passed security audits for prospective clients.
- Delivered comprehensive technical materials during due diligence including extensive systems overviews, technical manifestos, and long-term technical strategy. We secured 50M NOK fundraising round in summer 2021.

Senior software developer & agile leader

January 2019 — August 2020

- Designed authorization systems in a microservice architecture and wrote all authorization code, including using Open Policy Agent policy-as-code.
- Operated the platform in Kubernetes using a wide array of technologies from the Kubernetes ecosystem.
- Implemented a design system component library built with web-components and StencilJS.
- Developed a TypeScript, ReactJS web-app that streams foreign exchange rates and shows corporate users transaction cost analysis (TCA) for foreign exchange trades they've made with their banks.
- Developed a NodeJS GraphQL server to deliver to data to the web-app.
- Developed microservices written in Go with PostgreSQL databases and deployed them on Kubernetes.
- Led product sprint rituals (daily standups, plannings, sprint reviews & retrospectives). I facilitated the team improving planning as there were many communication gaps when I joined—team velocity increased greatly and feedback from the team was that they were much happier.

Contentful GmbH, Berlin, Germany

Interim Technical Product Owner SDKs & Tools team

December 2016 — December 2018

February 2018 — July 2018

- Assumed product responsibilities for our team interim, identifying customer needs that could be addressed with improvements to client-side tooling or our public-facing documentation.
- Presented problem spaces and corresponding solution proposals to the senior management team.
- Translated relevant customer needs into project opportunities that aligned with company strategy. I coordinated with stakeholders to ensure the team focused on problems that would have the highest impact towards achieving the goals our strategy aimed towards.
- Lead the team in defining technical solutions and managed the execution of our implementation.

- Implemented and maintained open-source SDKs, integrations, command-line utilities, and example applications in both Swift and Objective-C, with at least 80% test coverage and with publicly viewable CI logs.
- Wrote a new rich text rendering library for iOS built on top of “TextKit” that enables consumers to embed native iOS views inline in rich, formatted text.
- Spearheaded various initiatives to improve team processes and become more agile. Was made team lead and continued to improve our agile processes.
- Lead a group of individual experts from ineffectively communicating to becoming a team—the SDK & Tools team was made up of 7 developers supporting SDKs in 8 programming languages with no product manager or engineering manager when I joined. I developed and got ‘buy-in’ for team habits that helped us become a highly functional and effective team.
- Contributed to open-source projects in other supported SDK languages including Java, Python, Ruby, and JavaScript projects.
- Leveraged my passion for the English language and contributed to public documentation and SDK reference documentation.

Uberchord Engineering GmbH. Berlin, Germany

July 2016 — November 2016

Senior Software Developer

Uberchord is a freemium app for guitar learners. I wrote all business logic necessary to introduce the freemium, subscription-based business model for the product. I owned various process changes among a distributed and international team to optimize communication and effectiveness.

Crossfader (DJZ, Inc.) San Francisco, CA, USA

March 2014 – April 2016

Co-founder and iOS developer

I was a core iOS developer for innovative DJ'ing app. The app used the iPhone's gyroscope and accelerometer as musical controls. The app always kept the tempos of the two songs in sync, and automatically shifted the pitch of the incoming song to be consonant with the currently playing song. We turned the iPhone into an expressive musical instrument. Users could live stream their performance to others across the world with rich metadata.

EDUCATION

2013 - 2014 **Stanford University**, Stanford, CA, USA

Master of Arts: Music, Science & Technology [Center for Computer Research in Music and Acoustics]

2008 - 2013 **Stanford University**, Stanford, CA, USA

Bachelor of Science: Management Science and Engineering

TECHNICAL SKILLS

Programming languages and technologies:

Deep knowledge: Kubernetes, Docker, Google Cloud Platform, Open Policy Agent (OPA), Hashicorp Vault, OAuth2 & OpenIDConnect, JavaScript, TypeScript, React, GraphQL, gRPC, Swift, Objective-C, Cocoa Frameworks including CoreData, AutoLayout, CSS, HTML, CI/CD systems

Intermediate knowledge: Bazel, Keycloak, PostgreSQL, Go-lang

Basic proficiency: Terraform, C, C++, Java, Python, Ruby, Matlab