JUSTIN EHLERT

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Merritt Island, FL

Education
University of Texas Dallas
BS Computer Science 2016

Development
React Native, Typescript, Swift, SwiftUI, Combine, Objective-C, iOS, Xcode, UIKit, GraphQL, Git, Jenkins, Fastlane, RxSwift, tvOS, Agile, Scrum, HTML, CSS

Design
Figma, Sketch, Lottie, Photoshop, Illustrator

Experience

Gopuff   December 2021 - Present
Principal Engineer - Design Systems Lead

Leading a team of engineers and designers to build Gopuff's design system using React Native, TypeScript, and Figma. Collaborating closely with product and design teams to create common components, improving development efficiency. Authored comprehensive documentation on component decisions, flexibility and implementation in code and design.

Completing high priority feature initiatives on the consumer Gopuff application on iOS, Android and Web. Consistently delivering high quality work on time through tight deadlines and changing priorities.

Tripadvisor   June 2016 - December 2021
Engineering Manager - Design Systems (March 2021 - December 2021)
Senior Software Engineer - iOS (November 2019 - March 2021)
Software Engineer II - iOS (March 2018 - November 2019)
Software Engineer - iOS (June 2016 - March 2018)
Managed cross-functional team to establish Tripadvisor's design system, coordinating efforts across iOS, Android, and Web platforms. Developed guidelines, processes and rules for how to coordinate engineering efforts between varying business units and platforms. Coordinated design system component development in Figma and in code between iOS, Android and Web.

Delivered a fully redesigned and rewritten Tripadvisor iOS application to millions of users. Ran estimation, sprint planning, implementation and code reviews for a team of 10-15 engineers spread across the world. Led the effort to utilize SwiftUI, support dark mode and make accessibility a priority in the iOS app.

Bottle Rocket Studios - Dallas, TX   April 2013 - June 2016
iOS Developer
Transitioned from an intern to a part time employee. Implemented new features and designs in numerous video streaming applications. Projects included NBC Universal's premier video streaming application, Food Network, Syfy, BET, Bravo and Hallmark.

Capital One - San Francisco, CA   June 2015 - August 2015
iOS Development Intern - Capital One Labs

Personal Projects
Fridgely
Fridgely is an iOS application that tells you when your food is going to expire so that you can use it before it does. Fridgely sends users an intelligent notification reminding them to use their food and shows them recipes based on the food they already have.

Jump Space Apps
Founded an app and web development company focused on creating innovative and user-friendly products for small to medium sized companies.