Josh Wootonn

A product engineer looking to build the next creative tooling innovation - github - twitter - website

Product Engineer — Makeswift

Jan 2022 - Now

Makeswift is a customizable website builder. You can map React component props to controls in Makeswift to visually edit a Next.js site. It was acquired by Bigcommerce in Nov 2023. I was the third employee.

- Created the latest <u>RichText</u> control, upgrading <u>Slate.is</u> by 50 pre-v1 minor versions, and rewriting our list rich text plugin
- Created the <u>Stule</u>, <u>Group</u>, and IconRadioGroup controls
- Created the Smartling integration that translates pages while preserving rich text styling
- Created the cmdk URL bar for navigating between pages and locales
- Created the layers panel, which mirrors hover and selection indication and syncs scroll position
- Wrote a Cl action that tracks bundle size across PRs and used it to decrease route bundles by 50 to 70%
- Led the upgrade of our file manager with multi-select, inline editing, fuzzy search, and drag selection
- Led the integration with Schematic for package management and diverse usage metering
- Led the migrations to Github, to Nest.js GraphQL, to GraphQL.tada, and to Next.js App router

When I didn't understand something, I researched it, wrote about it until I understood it well enough to explain it, and then back-populated those findings into our product. Here are the resulting blogs on <u>performant sidebar animations</u>, <u>multi-step popovers</u>, and <u>drag selection</u>.

Frontend Engineer — Clearcover

Jan 2021 - Jan 2022

Clearcover is a late-stage insurance startup in Chicago. I worked on the self-service signup @ app.clearcover.com.

Software Engineer — Digital Diagnostics

Sep 2017 - Jan 2021

Digital Diagnostics had the first FDA-approved diagnostic software. I worked on the team that brought this to market.

- Prototyped a modern version of IDx-DR, which went on to become our primary product offering
- Iterated designs in Figma and implemented these in Electron / React
- Mentored three engineers and spread ownership on a backend-heavy team

Side projects

42colors — Pixel art editor

Sep 2024 - Now

- Created a pixel art editor in Elixir, Canvas API, and PostgreSQL
- Created a file system binary cache so that pixels on the infinite canvas load in under 200ms
- Implemented cursor relative zooming that works for mice and trackpads
- Added real-time collaboration with Phoenix channels

<u>Tupe the Word</u> — Typing practice tool

Oct 2023 - Now

- Created a typing practice tool with UX similar to monkeytype.com for typing through the Bible
- Grew the community to 450 users who have typed 200k total verses
- Maintained <u>a monthly newsletter</u> connecting users, announcing new features, and sharing bug fixes
- Rewrote next-theme to support custom dark and light themes while still supporting a system option
- <u>Created the UX for tracking your progress</u>, which 2 users have used to type the entire Bible (31k verses)

Illustration — Isometric scenes

Oct 2021 - July 2022

• Spent 250+ hours illustrating 40+ scenes from my life and imagination

<u>Time Track</u> — Time keeping tool

Mar 2016 - Apr 2024

- Created the time tracking app that 100 employees use every day at All American Concrete Inc
- Developed an initial version with Qt, C++, and MySQL that was used from 2016 to 2018
- Created a second version using Electron, React, Node, and MySQL for better analytics and UX

Education