



Justin Schrader

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HELLO

I'm Justin. I like building user interfaces.

I offer more than 15 years of experience in user interface engineering, coupled with a background in design. My goal in each commit is to deliver maintainable, efficient, and thoroughly tested code that matches design specifications.

STRENGTHS

React

JS

TypeScript

Test Coverage

State Management

UI

UX

CSS

EXPERIENCE

Highlight Staff Software Engineer Dec. 2024 - Present (1 year)

Building better products for people and the planet! We provide a comprehensive product testing and research platform that helps companies launch new products with confidence.

- Help define best practices for state management, code re-use, and testing.
- Lead adoption of AI assisted engineering - evaluated and refined tooling.
- Establish standards for UI consistency, accessibility, and performance.

New Relic Senior Software Engineer Oct. 2018 - Nov. 2024 (6 years)

Helping users understand petabytes of system transaction data through Distributed Tracing, enabling them to resolve errors, improve latency, and monitor their complex architectures.

- Collaborated with design, PMs, and fellow engineers to implement innovative features.
- Provided mentorship for colleagues to facilitate their skill development.
- Reduced bundle size through dependency management and code consolidation.
- Contributed features & enhancements to the org-wide shared component library.
- Played a key role in establishing UI coding standards and working agreements.

Koan (acq. Quantive) Senior Frontend Engineer Nov. 2016 - Oct. 2018 (2 years)

Koan (later acquired by Quantive) was a platform for team alignment. We helped managers, individuals, and orgs set and track their objectives and key results (OKRs).

- Founding React engineer at fast-paced seed stage startup.
- Collaborated closely with founders, designers, customers, and engineers.
- Helped implement essential CI/CD build tooling and error monitoring.
- Shipped many innovative new features based on customer feedback.

Pathbrite (acq. Cengage) Lead Frontend Engineer Mar. 2013 - Oct. 2016 (3 years)

Pathbrite (later acquired by Cengage) was a comprehensive portfolio platform, grading assessment tool, and LMS tailored for teachers, students, and employers alike.

- Lead UI engineer for a small ~25 employee startup.
- Collaborated closely with design and sales to improve product offerings.
- Contributed to the growth of engineers through planning, process, and mentorship.

Luxurious Animals Senior Interactive Developer Jul. 2008 - Mar. 2013 (5 years)

Designed, animated, and developed websites, games, and applications for renowned brands such as HBO, Morgan Stanley, and Porsche.

Internships & freelance Engineering & design Jun. 2006 - Sept. 2008 (2 years)

2007 summer internship at **Big Spaceship** working on a marketing site for Universal Studios. Contract design and web dev work for **Blue Pixel Studios** 06-08.

EDUCATION

RIT New Media Design & Imaging 2004 - 2008