

# Jan Martin Borgersen

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I'm a full-stack (but UI focused) software engineer and team leader with start-up management experience and a history of delivering high quality, scalable, consumer facing web solutions. My joy lies in the space where technology is used to help humans interact with other humans.

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## Relevant Experience

### Google

Feb 2022 - present: Senior Software Engineer (L5)

As an engineer working on **Jamboard Deprecation**, I am currently:

- Providing tech leadership and project management to execute on all aspects of the deprecation and turndown plan, from migrating customers to alternatives to turning down servers.
- Designing and implementing supporting features across Google Meet Add-ons, Google Meet Hardware, and the Jamboard application.

As an engineer working on **Google Meet Rooms Collaboration**:

- Designed, helped implement, and landed updates to the Meet Add-ons framework and SDK. This work enabled third-party whiteboard applications (Miro, Figma, Lucid) to run on touchscreen Google Meet Hardware (GMH) rooms devices.
- Worked with external partner development teams at Miro, Figma, and Lucid to launch their Meet Add-ons.

### Wowza

Feb 2014 - Feb 2022: Senior Staff Software Engineer

Wowza provides streaming media solutions to companies where video is critical to their business.

As an engineer on **Wowza Clearcaster**:

- Worked on a small team partnered with Facebook Live to build a video encoder hardware device to guarantee broadcaster-quality video ingest to Facebook's live streaming video service.
- Shipped a new hardware product seven months after concept.
- Designed and built the cloud-based admin application for fleet management.
- Designed and built the LCD display panel UI for at-device configuration.
- Designed and integrated interactive features with Facebook's Live Video API, and Wowza Streaming Engine's Ingest API.
- Used [ReactJS](#), [GraphQL](#), [Java](#), [Docker](#), [Kubernetes](#)

As an engineer on **Wowza Player**:

- Built a multi-platform HLS streaming video player (Web, iOS, Android, Flash)
- Optimized playback for Wowza's low-latency (3-10s end-to-end) solution (prior to the standardization of Low Latency HLS)
- Build a cross-language transpile pipeline allowing us to leverage Java code from the Wowza Streaming Engine product in Typescript and Actionscript clients. ([Patent: US10140105B2](#))
- Coded [WebRTC](#) demos as a template for interacting with Wowza Streaming Engine's real-time Ingest API.
- Worked in [Typescript](#), [Java \(Android\)](#), [Actionscript](#)

# Zazzle

Mar 2005 - Jan 2014: UI Engineering Manager, Software Engineer

Zazzle is a marketplace and design platform for custom and customizable products.

I was the first UI developer and third software engineer hired by the Zazzle founders in 2005. Over nine years we scaled the company from a bootstrapped website running in a closet in an office on High Street in Palo Alto to a \$200 million/year e-commerce platform connecting customers to custom manufacturing facilities, both in-house and partnered with Zazzle.

As the **UI Engineering Manager** reporting to the VPE (2006-2009) and CTO (2009-2014):

- Hired and grew the team of 10 engineers responsible for delivering all user-facing features on the Zazzle platform.
- Partnered with the Core Engineering Manager and the Director of Product Management to provide technical leadership and product strategy across the engineering organization.
- Completed performance evaluations, participated in leveling meetings, made compensation adjustment decisions, helped make layoff decisions during the 2008 downturn.
- Coached and mentored employees, providing career-path and growth opportunities.
- Represented the Zazzle UI team at conferences and technical meet-ups.

As a **Software Engineer**:

- Helped design and build a rich web application framework in [C#](#) and [Javascript](#) that scaled all client features across the Zazzle website.
- Prototyped, designed A-B tests, and user-tested new features before rolling out to all users.
- Worked with marketing specialists to optimize for SEO and instrument for site analytics.
- Helped design and build [site localization](#) when Zazzle expanded internationally.
- Redesigned the front-end of the website as a [mobile-first, responsive](#) application.

## Other Experience

- Consulted with **Cisco.com** on several company website iterations from 2000-2005 as they organized product documentation from numerous acquisitions across many product lines, and created a browsable and accessible web experience.
- Was an early developer on the **java.media.sound** implementation available in the JSE since version 1.2.

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## Education

- **UNC - Chapel Hill**: Master of Science, Computer Science
- **NC State**: Bachelor of Science, Computer Engineering, Electrical Engineering
- **North Carolina School of Science and Mathematics**: Residential 2-year high school

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## Community Highlights

- Google RDU Blood Drive volunteer
- Frequent school volunteer, chaperone, and website builder for PTAs and Scouting packs/troops
- Cub Scout Leadership - Pack 374, San Jose, CA
  - Cubmaster 2019-2021
  - Den Leader 2014-2018