Jan Martin Borgersen

jborgersen@gmail.com / 1.408.386.7874 / janb.org

I'm a full-stack (UI focused) software engineer with management experience and a history of delivering high quality, scalable, consumer facing web solutions.
My joy lies where technology intersects art to tell stories and bring people together.

Google

Feb 2022 - present: Senior Software Engineer (L5)

As a **Google Meet** senior software engineer, my role is to lead development of software features by scoping projects, writing design documentation, implementing, leading and mentoring small teams of engineers, and shepherding changes to production. I frequently interact with senior leadership in Meet.

In **Google Meet Rooms Experience**, I am currently:
- Enabling easy meeting joins in rooms with Google Meet hardware, based on presence detection and ultrasound communication between laptops and room devices.
- Working in both the Google Meet Web Client (Typescript, Wiz) and the Meet API Services layer (Java, Boq).

Jamboard Deprecation and **Google Meet Rooms Collaboration**:
- Provided tech leadership to turn down all aspects of the Jamboard application, including the web and mobile apps, converting Jam files to PDFs, deleting Jamboard files in Google Drive, and turning down Jamboard infrastructure.
- Worked with third-party partners (Miro, Figma, Lucid) to provide migration options to Jamboard customers.
- Designed and implemented features to enable third-party whiteboard applications (Miro, Figma, Lucid) to run on touchscreen Google Meet devices.

Wowza

Feb 2014 - Feb 2022: Senior Staff Software Engineer

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

Wowza Clearcaster:
- Partnered with Facebook Live to build a hardware video encoder that guarantees 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, HTML, CSS, Docker, Kubernetes

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, HTML, CSS, Web Media API

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 people to custom manufacturing facilities, both in-house and partnered with Zazzle. Today, Zazzle is one of the primary web destinations where independent artists can sell their art, and individuals can design and customize a large variety of products.

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.

Zazzle.com:
- Helped design and build a rich web application framework in C#, Javascript, HTML, and CSS 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.

Education

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

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