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# JUSTIN ZOLLARS - DATA ENGINEER

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<http://jz.io>

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San Francisco, CA 94107

## Profile

I love building simple things.

## Experience

### **Hampton Creek, Data Engineer August 2015 - Present**

Engineering, architecture, data pipelines

- \* Created data pipelines to support containerized jobs for predicting culinary applications of plants.
- \* Built the data infrastructure for collecting and analyzing plant biochemical data
- \* Developed dashboards and metrics for tracking protein candidate hits
- \* Created flask APIs to allow bioinformatics scientists to explore scientific data

### **Adobe, Computer Scientist Level III — January 2012 - March 2015**

Engineering, optimization, scalability, architecture, analytics and mobile

- \* Created the architecture of the Adobe Social Mobile Application
- \* Created APIs to allow our customers to interface with our abundant social data
- \* Contributed to the Publisher V3 API project which markedly reduced Publishing error rates across Twitter, Facebook, LinkedIn and other networks.

### **Context Optional, Ruby on Rails App Genius (Acquired by Adobe) — May 2011 - January 2012**

Engineering, facebook apps, twitter bots

- \* Worked directly with Hyatt Corp, Allstate Insurance and Dockers on custom Facebook applications
  - \* Contributed to the Social Marketing Suite App Builder used by numerous brands including: Live Nation, Chase Bank, NFL, Ellen Degeneres and many more.
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## College of Marin, Laboratory Coordinator — 2010-2011

\* Created the RubyChem Gem (open source Chemistry library)

### Education

**Bowling Green State University — MS Biology 2009**

**Bowling Green State University - BS Chemistry 2004**

### Skills

Javascript, Python, Ruby, Flask, ReactJS, Docker, Analytics, Git, Facebook API, Start-ups, Mobile, User Interface Design, User Experience, Postgres, iOS Development, API Development, iPhone Application Development

### Side Project

**Solved App** - <https://itunes.apple.com/us/app/solved-appchemistry-biochemistry/id898657936>

Objective C application. 10,000+ downloads in 3 months on iOS store

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