Jonathan Mosney

Senior UX Engineer

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jonathan@mosney.net
LinkedIn

208 Vista Bella Drive
Santa Cruz, California 95060

SKILLS

Fluent

Team leadership and personnel management

HTML, CSS, JavaScript, ES6, Typescript, Lit, Firebase, Google Cloud Storage, Karma, Jasmine, Accessibility

Git, App Engine, Google Cloud Platform, Figma, Sketch, Photoshop, Illustrator, Agile, Google Workspace

Conversational

React, NodeJS, Python, Google Analytics, Google Tag Manager

Intermediate Spanish speaker

SAMPLE RECENT WORK

tv.youtube.com/welcome

youtube.com/ads

youtube.com/creators

youtube.com/kids

…video captures of past work

EDUCATION

University of Santa Cruz
B.A. Anthropology

Academy of Art University
2 years of study, Industrial Design

EXPERIENCE

Senior UX Engineer/Engineering Manager, YouTube

Mountain View, CA. 2019 – 2023

- Managed a team of 12 FTE/temps/vendors (on-site/hybrid/distributed) that designed, engineered, and maintained over 40 websites for YouTube Marketing. Website functions ranged from products to brand programs and events, and garnered millions of views per day and millions of dollars in conversions.
- Recruited, evaluated and hired vendors and contractors. Coordinated offsite vendor engineering team (India) and local product marketing managers to complete website builds and maintenance.
- Set team priorities and roadmap, briefed executives on progress. Provided professional mentorship, career guidance and evaluations to full-time reports.
- Initiated and led an effort to create the first front-end UI component library for YouTube Marketing. Hired and oversaw a design agency and the in-house engineering team to build components. Resulted in cohesive branding and UX across all YouTube marketing websites; sped up time to market with design and engineering savings, and increased user trust.
- Served as an individual code contributor on many projects while leading a group of engineers, a designer and a project manager.

UX Engineer, Google

Mountain View, CA. 2014 – 2019

- Rewrote Chrome browser download flow on google.com/chrome, which handled millions of downloads. Reduced errors, handled more variations, and improved code maintainability.
- Created a new modern version of google.com/about based on compelling visual storytelling and deep CMS integration. Selected technologies and led three other UX engineers.
- Partnered with cross-functional roles (product marketing managers, writers, IAs, UXRs, designers, etc.) to realize website design and engineering goals for product and branding campaigns supported by millions of dollars of ad spend.
- Focused on website performance, accessibility, measurability,

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privacy and security, web standards, user-experience, usability testing, localization, and maintainability.

Front-end Web Developer, Apple

Cupertino, CA. 2007 – 2014

- Authored front-end code for apple.com product launches, team libraries, and general maintenance. Wrote front-end templates for Apple's online store.
- Worked individually and in small teams to engineer complex front-end features that underpinned Apple's best-of-class web marketing. Launched product and sites for iPhone, iPad, iPod, Macbook, and more.
- Collaborated closely with designers to ideate, prototype, and fine-tune features. Demonstrated a strong aesthetic sensibility to ensure web pages were pixel-perfect, and prototyped design and interactivity improvements with an accessible and usable experience in mind.
- Launched the pilot "Smart Signs," Apple retail stores' interactive iPad signage. Working closely with iOS and CMS engineers under an aggressive 6-month timeline, I created JSP-based templates and authored the platform's foundational CSS. 20,000 Smart Signs were installed in Apple retail stores worldwide in 2011.

Project Manager, AtreNet

Santa Cruz, CA. 2004 – 2007

- Served as the hub of communication between the client and the team, created and managed project schedule and budget, mitigated scope creep, and worked closely with each department to communicate the project requirements and present deliverables to clients.
- Often contributed to project deliverables including writing strategy briefs and designing site-level and page-level information architecture.
- Performed many sales tasks, including networking, live sales pitches, developing detailed project proposals, and writing case studies. Closed six-figure contracts.