

JOHN GODDARD

DIRECTOR OF PRODUCT ENGINEERING · MATROID

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EXPERIENCE

Nov 2016

— Present

MATROID PALO ALTO, CA

Director of Product Engineering

Sept 2018 — Present

Engineering team lead for Matroid's web product that allows non-developers to create and deploy sophisticated computer vision models in a matter of minutes

- **Define engineering roadmaps and allocate resources** for Matroid's suite of computer vision features
- **Champion engineering and DevOps best practices** which have led to over **10x increases in release frequency and test coverage**
- **Lead feature development**, on features including rapid detector creation and visual similarity search
- **Promote company process and culture improvements**, by running periodic internal surveys and expanding formal training resources
- **Design and ideate on new features**, including contributions that have led to **10 allowed or provisional patents**
- **Lead hiring and recruiting efforts** for our product engineering and QA engineering roles, writing job postings and building out application pipelines

Founding Software Engineer

Nov 2016 — Sept 2018

Worked on building out Matroid's initial prototype into an intuitive and robust platform for creating and deploying computer vision models

- **Contributed** over 500,000 lines of JavaScript (Node.js, React / Redux), Python (TensorFlow, Selenium), Bash, and infrastructure (Docker, Kubernetes) code, the most on the team
- **Built out initial versions of several of Matroid's key features and pages**, including live stream monitoring, the detector creation studio, and the home page
- **Wrote extensible testing systems** for server-side unit tests (Mocha), UI unit tests (Jest), and end-to-end system testing
- **Overhauled the look and feel of the site**, developing style guides for our CSS, as well as marketing text like taglines and slogans

Jun 2013

— Jul 2016

IXL LEARNING SAN MATEO, CA

Associate Product Manager

Jun 2015 — Jul 2016

Product area owner for an educational technology company that creates adaptive practice software used by 1 in 10 US students

- **Defined the product roadmap** for IXL's suites of reports for teachers, administrators, parents, and students
- **Led a complete redesign** of our reports which resulted in nearly **50% increases in page views and engagement**
- **Built a tool** in Java to process reports usage data, which was used to evaluate feature success, identify usage patterns, and aid in **data-driven design**

Product Designer

Jun 2013 — Jun 2015

Worked closely with engineers and visual designers to design and coordinate the implementation of new features across IXL's three learning products

- **Designed** a variety of new question and activity types for IXL's Quia Web and Quia Books platforms

Jun 2012

— May 2013

BROWN UNIVERSITY PROVIDENCE, RI

Software Engineer

Feb 2013 — May 2013

Worked with two other students and ecology and evolutionary biology professor Casey Dunn to build a web app that visualizes phylogenetic trees

- **Implemented** the front end of the app using the D3.js force layout, Node.js, jQuery, CSS, and HTML

EDUCATION

BROWN UNIVERSITY

Sc.B. Applied Math — Biology
Magna Cum Laude · May 2013

INTERESTS

Rock climbing, skiing, photography,
backpacking, woodworking, golf

SKILLS

TECHNICAL

TypeScript, React, Redux, Node.js, Python, Claude
Code, D3.js, Selenium, TensorFlow, Docker, Kubernetes,
CSS, Jest, MongoDB, SQL, Bash, AWS, GCP, Java, C

DESIGN

Figma, Sketch, wireframing, Photoshop, prototyping,
user interviews, iMovie, ProTools

SELECTED PATENTS

10,671,852 — Machine learning in video
classification

12,664,776 — Question response
generation using language models and live
stream video data

+ 8 more