

James Padolsey

Author, LLM Experimenter & UI Engineer

Web: j11y.io

Twitter: [@padolsey](https://twitter.com/padolsey)

Email: jam@j11y.io



In the last 4 years: Paramedic training, recovery from a brain injury. Authoring a book on JS. Developed a very capable AI book recommendation platform: abooklike.foo, using graph-based collaborative-filtering. Built several small LLM-utilizing projects: Legislation analysis (parsethebill.com), disability advocate bot (pippy.app), tech articles for different audiences (grok.foo), writing analysis (w.a.foo), URL summarization (a.foo), and more!

{foo}

2019 –
(Ongoing)

At Facebook I worked within Community Integrity, helping to protect users from bad experiences on the platform. This was a metrics-focused role in which I learned to quickly but cautiously build UX at huge scales. I worked with Hack (PHP derived), React, and other front-end technologies. I also went on UX research trips and interviewed users.



Dec 2017 –
Feb 2019

At CrowdJustice I helped build their platform that enables legal cases to be crowdfunded. This has included the design, architecture and implementation of new features. Tech: Python (Django), Sass, D3, Stripe API, Heroku.



May 2017 –
Sept 2017

At Twitter I worked on the Tweetdeck team, maintaining and improving the FlightJS codebase. I also took part in TwitterForGood initiatives including teaching coding to underrepresented groups.



Sep 2015 –
May 2016

At Stripe I worked in the Global engineering team, launching the payments API in Switzerland, Italy and Austria, provided engineering support to customers, helped refactor the Dashboard interface using Ember, and built the Node.js API bindings.

stripe

Sep 2013 –
Feb 2015

At Lab49 I developed UIs for Single-dealer platforms. My work involved the creation of RIA UIs and the underlying JavaScript architecture, with heavy usage of the HTML5 APIs and CSS3.

LAB 49
INNOVATION ON BEHAVIOR

Nov 2012 –
May 2013

At Uxebu I helped develop an SVG renderer for a flash/AS3 conversion platform. I PM'd the open-source release of the Bonsai Graphics library.

UXEBU

2012

At Nokia I spent three months working as a contractor in Berlin. I contributed to their internal MVC core library, created prototypes and computationally complex UIs

NOKIA

2010

I was an intern. Projects involved ASP.NET, jQuery, SVG, MooTools, PrototypeJS.

AKQA

2008

Public / Open-Source Work

📖 (2020) I authored **Clean Code in JavaScript** (Packt Publishing), an exploration of clean coding techniques in ES2020+.

j11y.io/js-book

📁 My archived **Blog** about JavaScript has, in the past, had over 11k subscribers

j11y.io/javascript

? I've answered (and asked) many questions on **StackOverflow** (110k Rep)

stackoverflow.com/users/21677/james

🗨️ E.g. of older JS/FE work: **Sonic**: a canvas-based utility for creating loading animations, which can also output in GIF and CSS/PNG.

github.com/padolsey/sonic.js

📖 (2009) I authored a chapter on jQuery's Selector engine in the **O'Reilly jQuery Cookbook**

Technical knowledge:

- Frontend (Expert): JS, CSS, SVG, Canvas, React, DOM, et cetera.
- Backend (Competent): Node.js, Ruby, Python, PHP
- Other mentionables: Git, Linux CLI, Nginx
- Databases: Neo4j, Redis, SQL et cetera
- Concepts & Lovable Acronyms: CRUD, REST, SOLID, BDD, TDD, YAGNI, TLDR.

Wider Knowledge:

- UX / UI Design, Prototyping, User Research, Team-work, Pair-programming, Teaching, Mentoring, Healthcare Provision.
- Lived Experience of Disability, LGBTQ+, Neurodivergence.

Interests:

- Photography: unsplash.com/padolsey
- Houseplants: instagram.com/leafy.daddy
- Dog: Ducky: instagram.com/duckythewiggy
- Wearing Jumpers, Kayaking, Raspberry Jam, Interior Design