

Joshua Rogan

SR. ENGINEERING MANAGER, UI PLATFORM

JoshJRogan@gmail.com | (570) 309-1185

joshuarogan.com | linkedin.com/in/joshuarogan | GitHub

PROFILE

Senior engineering leader with 16 years building consumer-facing platforms and seven years leading distributed teams. Sets technical direction for shared UI foundations, reliability, performance, developer experience, and cross-platform clients at billions-of-plays scale while remaining hands-on in production code.

UI PLATFORM LEADERSHIP

JW Player / Connatix (now JWX)

2023-Present

Senior Engineering Manager | Remote

- Lead and grow a distributed organization of **10 engineers** across the US and Europe, including an engineering manager responsible for native iOS and Android libraries. Set technical direction for shared UI foundations, client APIs, reliability, performance, and developer experience across video players powering billions of monthly plays.
- Cut mean time to release for a large, mature client platform from **20 days to approximately 3 - about an 85% reduction** - establishing a credible path to continuous deployment and enabling faster, lower-friction delivery.
- Separated engineering observability from product analytics, enabling engineers to add metrics and operational dimensions quickly, diagnose production issues in real time, and control data costs.
- Own the TypeScript and JavaScript browser player, native wrappers, and monetization systems spanning ad scheduling, RPM, and CPM; turned an ambiguous growth mandate into an A/B-test backlog and aligned product and engineering execution.
- Led end-to-end delivery of **JWX Studio Transformation Agents** across backend APIs and publisher-facing frontend workflows, using generative AI to turn articles into audio, podcasts, and video and transform video for vertical channels; adopted by publishers including Forbes.
- Drove technical integration across the 2024 JW Player-Connatix merger and the 2026 Aug X Labs and True Anthem acquisitions, partnering closely with CTOs and engineering leaders to integrate teams and systems, align roadmaps, and reuse capabilities across the combined companies.
- Designed and implemented a company-wide engineering calibration cycle to standardize leveling expectations, drive transparent assessments, and support talent development across the organization.
- Built an LLM-powered knowledge Slackbot and AI-assisted async-standup dashboard that expose cross-team work and delivery bottlenecks; serve as publisher-department AI ambassador, driving practical experimentation for globally distributed teams.

ORGANIZATIONAL INFLUENCE

Builds trust early with managers across product, infrastructure, and adjacent engineering teams, then turns that capital into alignment during high-change work. Applied those relationships through one merger and two acquisitions, accelerating integration across shared systems and roadmaps.

PLATFORM FOCUS

UI foundations

Shared architecture, client APIs, design systems, and frontend tooling

Cross-platform clients

Browser, iOS, Android, and high-scale streaming video

Developer experience

Release safety, CI/CD, observability, and delivery speed

Technical leadership

Strategy, hiring, coaching, and cross-team alignment

SELECTED BUILD

Force Projection

A complete 1-4 player strategy game built as a TypeScript monorepo with a Next.js and React client, deterministic engine, shared validation, automated opponents, and seeded Monte Carlo balance simulations.

[VIEW LIVE PROJECT](#)

AI-ENABLED OPERATIONS

Uses AI as an operating lever, not a novelty: faster access to organizational context, clearer async coordination, and better visibility into delivery bottlenecks.

Joshua Rogan

SR. ENGINEERING MANAGER, UI PLATFORM

EXPERIENCE / TECHNICAL DEPTH / SELECTED WORK

EXPERIENCE

Fandom

San Francisco, CA | Jul 2016-2023

Engineering Manager | 2019-2023

- Led nine engineers across three teams focused on discovery, video, experimentation, and engagement for products serving **300M monthly unique visitors**.
- Set and executed a shared frontend-platform strategy across a video hub, news aggregator, TV recommendation experience, editorial products, and other consumer applications, standardizing tooling and technology across three teams.
- Expanded client-side performance and observability strategy, giving engineers faster access to operational metrics while partnering with product and engineering leadership on long-term platform investments.
- Hired global talent and developed engineers into leadership roles through individualized coaching and business-aligned growth plans.

Staff / Senior Software Engineer | 2016-2019

- Technical lead for browser experimentation, client-side personalization and data-management tooling, and the canonical video platform.
- Built a fast-to-market editorial platform and Fandom's React-based replacement for MediaWiki; unified client-side performance and analytics and led code-sharing groups for emerging patterns.

EARLIER ENGINEERING

Fireman Creative

Full-Stack Software Engineer | 2015-2016

Led client web projects from design through production, introduced container-based deployment, and automated service monitoring and recovery.

Pittsburgh Quantum Repository Group + Pittsburgh Genetics

Full-Stack Software Engineer | 2014-2016

Built Python and WebGL molecular visualization, MongoDB systems, and a multithreaded Web Worker genetics simulator adopted by universities.

Independent Consultant

Full-Stack Software Engineer | Jan 2010-Present

- **(2024)** Worked with the **Howard Hughes Medical Institute** to build tools that expand understanding of genetics.
- **(2014-2019)** Partnered with professional baseball teams, writers, students, and professors to build web applications, including a CMS for San Francisco Giants affiliate player management and automated audio-upload tools for a blogger.
- **(2013)** Advised faculty and staff at the University of Scranton on a CMS migration and Learning Management System proposal.

TECHNICAL DEPTH

UI + CLIENT

TypeScript, JavaScript, React, Next.js, Redux, Webpack, Rollup, streaming video, WebGL

RELIABILITY

CI/CD, release engineering, AWS, GCP, Kubernetes, Jenkins, Grafana, Prometheus, Kibana

BACKEND + DATA

Node.js, Python, Java, GraphQL, MySQL, MongoDB, RabbitMQ, Athena

APPLIED AI

LLM APIs, tool calling, RAG, embeddings, agentic workflows, AI-enabled developer tooling

INDEPENDENT WORK

Dingers

Fantasy baseball using live MLB APIs and LLM-generated previews, recaps, storylines, and league personality.

MLB Power Rankings

Dynamic Elo ratings and Monte Carlo simulations for wins, division odds, and playoff probabilities.

Geo + Stocks for Kids

Ad-free products that make geography and financial literacy approachable for children and families.

HANDS-ON BY DEFAULT

Still ships production code and builds internal tools while leading teams and setting platform direction.

EDUCATION

University of Pittsburgh

B.S., Computer Science
Pittsburgh, Pennsylvania