

# JUSTIN EHLERT

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## About Me

Hello, my name is Justin and I am an entrepreneur, developer and designer. I have a passion to create amazing experiences and solve problems in everyday life. I have a BS in Computer Science from the University of Texas at Dallas, have 5 years of industry development experience, own and operate my own app development company and have two of my own start ups.

## Personal Projects

Jump Space Apps  
Fridgely  
200 Drinks  
University Eats

## Experience

### TripAdvisor - Needham, MA

June 2016 - Present

Software Engineer II - Core Experience (March 2018 - Present)

Software Engineer - Hotels (June 2016 - March 2018)

Implementing new features and products in the iOS and Android applications, API and web platforms. Acting as a tech lead for a team of 4 engineers; prioritizing and scheduling engineering and product driven tasks. Completed many high profile projects such as default dates, a company wide rebrand, responsive web redesign, API refactors, partner deep linking and instant book. Created a test device lab that allows TripAdvisor to test its applications on a wide variety of devices. Creating and overseeing test plans for multiple platforms.

### Fridgely

May 2015 - Present

Founder & Owner

Fridgely is an iOS application that tells you when your food is going to expire so that you can use it before it does. Fridgely sends users an intelligent notification reminding them to use their food and shows them recipes based on the food they already have. Fridgely has 1,000 monthly users and has been featured on CNET as one of the best ways to combat food loss.

### Jump Space Apps

July 2013 - Present

Founder & CEO

Founded an app development company focused on creating innovative and user-friendly products for small to medium sized companies. We have created over 20 applications and websites. In 2016, Jump Space Apps had 6 employees and generated \$100,000 in revenue.

### Capital One - San Francisco, CA

June 2015 - August 2015

iOS Development Intern - Capital One Labs

Held a position as a lead iOS developer for a small innovation team during a three month internship. Had to manage my own time, project planning, design and testing for the project. Delivered a completely native iOS, customer ready application in two months.

### Bottle Rocket Studios - Dallas, TX

April 2013 - October 2015

iOS Developer

Transitioned from an intern to a part time employee in the Summer of 2013. This role includes implementing new features, designs, supporting existing applications and working in teams of size 5-10. Projects worked on include NBC, Food Network, Syfy, BET, Bravo and Hallmark.

## Education

University of Texas at Dallas — BS in Computer Science — 2016

## Skills

### Development

Swift, Objective-C, iOS, Xcode, Android, Java, HTML, CSS, Javascript

### Design

Sketch, Photoshop, Illustrator