

# Loren Johnson

Berlin, Germany | [lorenjohnson@gmail.com](mailto:lorenjohnson@gmail.com)

[github.com/lorenjohnson](https://github.com/lorenjohnson) | [linkedin.com/in/johnsonloren](https://linkedin.com/in/johnsonloren)

Senior Product Engineer with 20+ years building and shipping full-stack products. I translate product intent into reliable outcomes with a focus on human-agent workflows for AI-native product development.



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## EXPERIENCE

### Senior Software Engineer - Wikimedia Deutschland

2023 - Present | Berlin, Germany (Remote)

- Maintained custom Docker images for MediaWiki+Wikibase in GLAM, supporting broader adoption of this leading knowledge graph solution.
- Delivered VPS deployment support and documentation for a Docker Compose-based self-hosting solution.
- Helped modernize a complex OSS stack for stronger maintainability and production readiness, at the community's pace.
- Contributed to Wikibase federation design and development, improving interoperability between instances and advancing WMDE's Linked Open Data (LOD) initiative.

### Senior Software Engineer - Hylo

2016 - Present | Oakland, CA (Hybrid)

- Helped build and evolve Hylo.com, an open-source collaboration platform for mission-driven communities to coordinate work, share resources, and organize across groups rather than in siloed channels.
- Owned day-to-day development of the React Native app plus substantial work across the React, Node.js, and GraphQL stack.
- Led migration from a heavily customized Draft.js editor to Tiptap/ProseMirror, modernized the end-to-end GraphQL data layer, maintained CI/CD and DevOps workflows, and shipped continuous product feature additions.

### Product Owner + Engineer - Holo / Holochain

2019 | Remote

- Worked on Holo's HoloPort initiative, a Web3-era peer-to-peer infrastructure effort to bootstrap distributed hosting through dedicated devices.
- Drove scope, prioritization, sprint planning, and delivery with an 8-person distributed scrum team while staying hands-on technically.
- Guided implementation across React, Node.js, and GraphQL, including browser UX integration with local runtime services and WebAssembly components.

## Additional Relevant Experience

- Senior Software Engineer, Makerspace.com (Maker Media / Make Magazine), 2015 - 2016
  - Lead Software Engineer, MyHabitJournal.com (Habitworks), 2014 - 2015
  - Senior Ruby on Rails Developer, Motista, 2012 - 2014
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## OTHER ACTIVE PROJECTS

- **AI workflow tooling:** currently in active development of a context engine for stabilizing my own AI-assisted product engineering, with a particular focus on human/agent team workflows.
  - **Hypnograph:** a MacOS application which facilitates immersive creative exploration of media archives.
  - **Divine:** a MacOS white label application for navigating and elegant interactions with tarot/oracle style decks without low UI noise or distraction.
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## SKILLS

- **Product Engineering:** End-to-end product development from discovery through delivery, with strong UX and iterative shipping discipline.
  - **Full-Stack Execution:** Frontend, backend, and application architecture across modern web/mobile stacks.
  - **Platform & Delivery:** Containerized delivery, Linux/VPS operations, CI/CD, and pragmatic cloud/DevOps workflows.
  - **Collaboration & Leadership:** Strong product partnership, cross-functional execution, and remote-first team effectiveness.
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## EDUCATION

Seattle Pacific University - BA in Computer Science (Business emphasis)

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## OUTSIDE OF WORK

I'm an active filmmaker and dancer. I maintain balance and sanity by getting into the forest and water whenever possible, with a particular affinity for kayaking.