

Jason FELICE,

a business focused,
collaborative, hands-on,
multi-language tech lead,
architect, and large system
builder.

COUNT ON ME TO

create sustainable software,
bring all voices to the process,
facilitate and mentor, embody
compassion, and use the best
of Agile/XP.

RELEVANT SKILLS

- Rust and WASM
- Games and Visualization
- Written Communication
- Push-Down Filtering
- Streaming
- Open Source
- Realtime

EDUCATION

31+ years of practical industry
experience and continuous
self-directed learning

INTERESTS

systems • emergence • math
geek joy • making • algorithms
nonviolent communication
open source software

OPEN SOURCE

github.com/parinfer-rust

CONTACT

@ jason.m.felice@gmail.com

+1 216 466 4122

github.com/eraserhd

topcoder.com/eraserhd

Euclid, Ohio, USA

Eastern (UTC-4/UTC-5)

PRINCIPAL ENGINEER



EXPERIENCE

SOFTWARE ENGINEER IV/PRINCIPAL ENGINEER at 2U 2016–2025

- ◇ Analyzed code for 60+ services from an acquired company and incrementally rearchitected for horizontal scaling and blue/green deploys. Introduced CI/CD and enabled teams to deploy independently.
- ◇ Automated onboarding of new universities using a functional tech stack with a Datalog-based rules system.
- ◇ Built and maintained serverless integrations synchronizing systems
- ◇ Revamped a critical, aging, MySQL-backed near-realtime data cache by improving the schema and optimizing code
- ◇ Guided the organization's technical direction

SOFTWARE ENGINEER IV at Groupon 2013–2016

- ◇ Maintained A/B testing software
- ◇ Wrote whitepaper providing clear analysis which broke a delivery-limiting stalemate between tech and purchasing
- ◇ Designed and wrote Points, a new customer retention program
- ◇ Delivered a new homepage, allowing better user targeting

IOS & ANDROID DEVELOPER at LeanDog 2011–2013

- ◇ Wrote, maintained, and coordinated customer-focused iOS and Android apps
- ◇ Pioneered early testing methods and CI/CD for mobile
- ◇ Collaborated on a fully cross-functional team

SOFTWARE ENGINEER at Blue Frog Gaming 2010–2011

- ◇ Designed, delivered, and maintained games for the newly-released iPad

SENIOR SOFTWARE ENGINEER at Micros Retail 2007–2010

- ◇ Maintained DAS and XPay credit authorization systems
- ◇ Implemented processes dramatically reducing delivery failures

CHIEF TECHNOLOGY OFFICER at Cronosys, LLC 2000–2007

- ◇ Created internal business apps using novel web technologies before it was cool
- ◇ Consulted, quoted, and delivered many projects on many tech stacks

CONSULTANT at The Baldwin Group 1997–2000

- ◇ Consulted on PC-related issues
- ◇ Maintained Mayor's Court software

PROGRAMMER/ANALYST at DataVantage 1994–1997

- ◇ Automated third shift data communications
- ◇ Wrote new cross-platform credit authorization system installed in thousands of retail locations
- ◇ Maintained point-of-sale software installed in thousands of retail locations