

# 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

Go •  
 PHP •  
 Python •  
 Locks+CAS+nonblocking IO •  
 Kafka+RabbitMQ+NATS •  
 Reactive+Back-pressure •  
 OAuth •  
 HMAC+mTLS+secrets •

## 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

parinfer-rust  
 Idris  
 Bigloo  
 gambit-objc  
 rep  
 kak-ansi

## CONTACT

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+1 216 466 4122

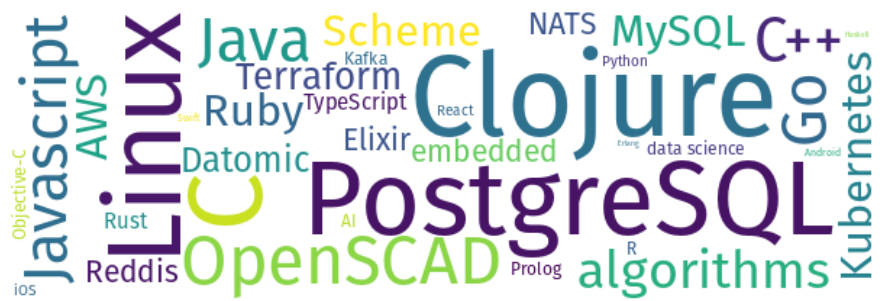
github.com/eraserhd

topcoder.com/eraserhd

Euclid, Ohio, USA

Eastern (UTC-4 / UTC-5)

## PRINCIPAL ENGINEER



## EXPERIENCE

### PRINCIPAL ENGINEER at 2U

2016–2025

- ◇ Rearchitected 60+ services from an acquired company incrementally 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