

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.

TECH

Terraform
Android
React
Kubernetes
AWS
Rust
Go
MySQL
Linux
Python
C++
Clojure
PostgreSQL
embedded
JavaScript
Java
Elixir
Objective-C

INTERESTS

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

CONTACT

@ jason.m.felice@gmail.com

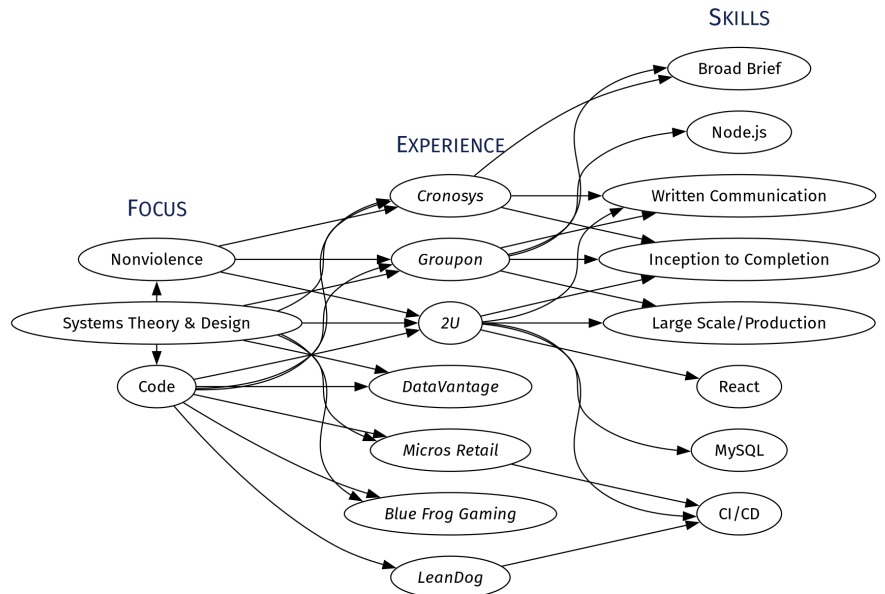
+1 216 466 4122

github.com/eraserhd

</> topcoder.com/eraserhd

Euclid, Ohio, USA

LARGE SYSTEM BUILDER



EXPERIENCE

SOFTWARE ENGINEER IV at 2U

9 years

- ◇ Automated new program standup
- ◇ Brought an acquired company's tech stack up to 2U standards
- ◇ Maintained core systems and influenced technical direction

SOFTWARE ENGINEER IV at Groupon

3 years

- ◇ Implemented and delivered new homepage
- ◇ Designed and delivered Points retention program
- ◇ Broke a delivery-limiting stalemate between tech and purchasing

IOS & ANDROID DEVELOPER at LeanDog

2 years

- ◇ Maintained iOS application and ported it to Android

SOFTWARE ENGINEER at Blue Frog Gaming

1 year

- ◇ Designed and delivered Polar Puzzles and Ghost Chicken iPad games
- ◇ Maintained Hearts and Spades iPad games and network servers

SENIOR SOFTWARE ENGINEER at Micros Retail

3 years

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

CHIEF TECHNOLOGY OFFICER at Cronosys, LLC

7 years

- ◇ Made a bet on web technology for internal business apps
- ◇ Consulted, quoted, and delivered many projects on many tech stacks

CONSULTANT at The Baldwin Group

3 years

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

PROGRAMMER/ANALYST at DataVantage

4 years

- ◇ Automated third shift data communications
- ◇ Implemented new credit authorization system
- ◇ Maintained point-of-sale software