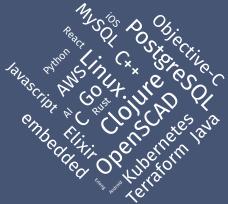
# Jason Felice,



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**



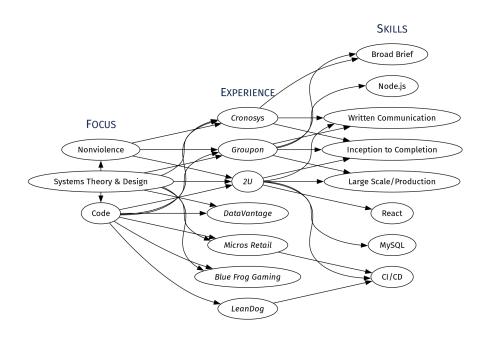
#### **INTERESTS**

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

#### CONTACT

- @ jason.m.felice@gmail.com
- **\( +1 216 466 4122**
- ngithub.com/eraserhd
- </> topcoder.com/eraserhd
- **♀** Euclid, Ohio, USA

## LARGE SYSTEM BUILDER



### **EXPERIENCE**

### SOFTWARE ENGINEER IV at 2U

2016.06-2025.04

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

## SOFTWARE ENGINEER IV at Groupon

2013.02-2016.06

- 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

2011.11-2013.02

Maintained iOS application and ported it to Android

### SOFTWARE ENGINEER at Blue Frog Gaming

2010.09-2011.11

- 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

2007.04-2010.09

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

## CHIEF TECHNOLOGY OFFICER at Cronosys, LLC

2000.01-2007.04

- 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

1997.03-2000.01

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

## PROGRAMMER/ANALYST at DataVantage

1994.02-1997.03

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