# 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
Large+Available+Distributed
Python
JavaScript
Architecture
Mentoring
Terraform
Sharding
Internal Tooling

#### **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

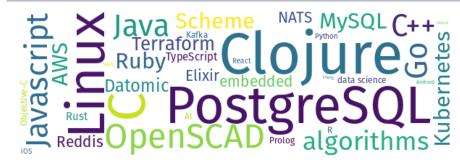
#### **OPEN SOURCE**

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

#### **CONTACT**

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- topcoder.com/eraserhd
- ♥ Euclid, Ohio, USA
- Leastern (UTC-4/UTC-5)

# PRINCIPAL ENGINEER



## **EXPERIENCE**

## 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 LeanDoa

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