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

- Collaborative+Test Driven
- Fault Tolerant+Scalable
- Ruby on Rails
- TypeScript
- React
- Scalable Systems
- Payment Systems

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

@ 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

TypeScript · Prolog · AI · AWS · R · Scheme · C++ · Clojure · Linux · algorithms · Objective-C · Terraform · Ruby on Rails · Go · embedded · Datomic · Redis · NATS · Python · Swift · data science · Elixir · PostgreSQL · OpenSCAD · Javascript · Java · Kafka · React · MySQL · iOS · Rust · Kubernetes · Android

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