

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

C++
Distributed Systems
Reliable Design
Observability
Debugging + Triaging
Performance Tuning
Mentoring

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

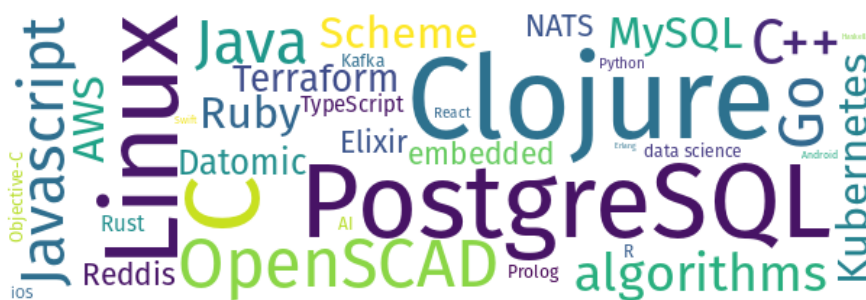
github.com/eraserhd

topcoder.com/eraserhd

Euclid, Ohio, USA

Eastern (UTC-4/UTC-5)

PRINCIPAL ENGINEER



EXPERIENCE

PRINCIPAL ENGINEER at 2U

2016–2025

- ◇ 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 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