

a business focused,
collaborative, hands-on,
multi-language tech lead,
architect, and large system
builder.

create sustainable software,
bring all voices to the process,
facilitate and mentor, embody
compassion, and use the best
of Agile/XP.

- System Bottlenecks
- C/C++
- Algorithms
- Parallel Programming
- Low-level Performance
- CPU/GPU Architecture
- Math
- Communication

31+ years of practical industry
experience and continuous
self-directed learning

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

@jason.m.felice@gmail.com

 +1 216 466 4122

 github.com/eraserhd

topcoder.com/eraserhd

📍 Euclid, Ohio, USA

🕒 Eastern (UTC-4/UTC-5)

A word cloud visualization featuring various technologies and programming languages. The most prominent words are Clojure, Linux, PostgreSQL, C++, Java, JavaScript, OpenSCAD, Go, Python, Scheme, MySQL, Redis, AWS, Kubernetes, Elixir, Swift, Prolog, Ruby, Datomic, Terraform, Rust, React, NATS, AI, R, Objective-C, embedded, algorithms, data science, iOS, and Erlang.

SOFTWARE ENGINEER IV/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