

STEFANIE JANE

Engineering Leader | Software Sorceress | Maker | Founder

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Summary

With a passion for technology and creativity, I bring over two decades of transformative experience across the entire software stack. From pioneering open-source mobile innovation to leading enterprise AI initiatives, I've consistently pushed technological boundaries while building and mentoring high-performing teams. My expertise spans Android OS, embedded systems, cloud infrastructure, frontend development, and cutting-edge AI/ML applications. I thrive at the intersection of visionary leadership and hands-on technical execution, always pursuing innovation with purpose.

Let's build something amazing together!

Top Skills

Programming Languages

C C++ Go Java JavaScript Kotlin Node.js Perl Python Ruby Rust TypeScript

Technical Expertise

Mobile & Embedded:

Android Apps Android OS BSP Device Drivers Embedded Systems Firmware Linux Kernel
Qualcomm Snapdragon

Cloud & Infrastructure:

AWS Cloud Services Edge Computing Infrastructure Kubernetes PostgreSQL System Architecture

Specialized Domains:

AI/ML IoT Performance Optimization Realtime Systems

Engineering Leadership

Mentoring Product Strategy Project Management Software Development Lifecycle Software Licensing
Team Management Technical Vision

Experience

Gradial

Principal Software Engineer

(May 2025 - Present)

- ▶ Leading platform engineering and infrastructure development
- ▶ Built foundational authentication and permissions systems for applications
- ▶ Owning developer experience, creating efficient workflows and tooling

- Enhancing and extending AI agent capabilities
- **Technologies:** [TypeScript](#), [Next.js](#), [React](#), [Python](#), [Kubernetes](#)

Mason

Senior Principal Engineer

(May 2024 - May 2025)

- Led multiple new AI product initiatives
- **Technologies:** Java, C++, Kotlin, Go, Python, [Node.js](#), [React](#), [Django](#), [FastAPI](#), [AWS](#), [Kubernetes](#), [PostgreSQL](#)

Director of Software Engineering

(March 2021 - May 2024)

- Led software teams through significant growth phase
- Key technical contributor and engineering leader
- Managed cloud services and device software teams
- Built processes for supporting customers and developers
- Created tutorial videos and webinars for developer experience

Principal Software Engineer

(May 2019 - March 2021)

- Led bringup of new hardware platforms
- Developed firmware and Android OS for mobile devices using [Qualcomm Snapdragon](#) hardware
- Launched several phones and a smartwatch
- Enhanced capabilities of device management platform
- Designed and implemented X-Ray remote device management system, streamlining troubleshooting and diagnostics for enterprise MDM
- Mentored new team members and provided technical direction

Cartogram, Inc

Board Member

(April 2015 - Present)

- Provide strategic direction and technology oversight
- Advise on product development and technical architecture
- Contribute to company growth strategy and industry positioning

Oculus VR

Systems Software Engineer

(April 2017 - March 2019)

- Contributed significantly to the launch of [Oculus Go](#), the first self-contained VR headset
- Focused on OS software, audio systems, power optimization, and soft realtime scheduling
- Integrated multi-architecture, multi-toolchain build system with Sandcastle CI
- Brought up several new prototype boards for future products
- Implemented low-level support for A/B OTA system
- Provided post-market support for Oculus Go product
- **Technologies:** C, C++, Java

Cyanogen Inc

Chief Technology Officer

(March 2013 - November 2016)

- Co-founded Cyanogen Inc, building on the popular [CyanogenMod](#) open-source project, which had thousands of contributors and millions of users worldwide
- Deeply involved in fundraising, securing venture capital, and strategic hiring
- Launched multiple mobile phones featuring CyanogenOS with OEM partners
- Delivered keynote presentations at international technology conferences
- Directed technology strategy and roadmap for the company
- **Technologies:** C, C++, Java, Python, [AWS](#)

Samsung Telecommunications America

Staff Software Engineer

(August 2011 - March 2013)

- Led R&D team pioneering new features for Samsung's mobile portfolio
- Served as lead engineer for flagship US carrier releases including Galaxy S2/S3 and Note series
- Established strategic collaboration between Samsung and open-source communities
- Optimized device performance and carrier certification processes, accelerating time-to-market
- **Technologies:** C, C++, Java, Python

Penthera Technologies

Senior Software Engineer

(May 2010 - June 2011)

- Developed network-friendly media streaming software
- Built cross-platform applications for [MeeGo \(Qt\)](#) and Android, including web client interfaces
- Enhanced media transcoding platform performance
- **Technologies:** Ruby, Rails, C++, Java

Health Monitoring Systems

Lead Software Architect

(July 2006 - May 2010)

- Built technical infrastructure from the ground up
- Developed EpiCenter, a syndromic surveillance platform collecting data from hundreds of hospitals nationwide
- Designed high-performance analytics engine with spatial analysis capabilities
- Created the Mergence HL7 integration engine for processing large-volume real-time data feeds
- Developed custom spatial extensions for Hibernate ORM to support geospatial analytics
- **Technologies:** Java, JavaScript, Groovy, [Spring](#), [Hibernate](#), [ExtJS](#), [PostgreSQL](#), Oracle

University of Pittsburgh

Systems Engineer

(May 2005 - July 2006)

- Built and optimized Oracle clusters and geospatial database architecture
- Developed core features for the RODS Lab's syndromic surveillance platform
- Implemented data processing algorithms for real-time public health monitoring
- **Technologies:** Oracle, [ArcGIS](#), Java

Expedient

Lead Systems Engineer / Software Developer

(April 1998 - April 2005)

- Progressed from entry-level support to lead systems engineer

- Designed and developed customer-facing infrastructure management software for DNS, web, and email services, serving millions of ISP customers
- Built custom trouble ticketing and issue management system for support/helpdesk operations
- Architected high-availability production platforms for web hosting, email, and connectivity services
- Maintained Fibre Channel SAN (EMC, Brocade) and backup equipment (StorageTek)
- **Technologies:** Java, C, Python, Perl, [Postfix](#), [qmail](#), Oracle, [Solaris](#)

Notable Open Source Projects

- [CyanogenMod/LineageOS](#): Created the world's largest custom Android ROM, empowering millions to customize and extend the life of their devices
- [DroidMind](#): A bridge between AI assistants and Android devices that implements the [Model Context Protocol \(MCP\)](#), enabling control through natural language
- [git-iris](#): AI-accelerated git workflow tool that enhances efficiency in version control management
- [Home Assistant Enhancements](#): Various contributions to the Home Assistant ecosystem, including themes and integrations
- [uchroma](#): Advanced driver for Razer Chroma hardware in Linux systems

Explore all my open source projects on [GitHub](#)

Recognition & Achievements

- Created [CyanogenMod](#), now [LineageOS](#), revolutionizing Android customization for millions of users
- Established a foundation for device longevity through community-supported software
- Led one of the most successful open-source projects in the mobile ecosystem
- Featured presenter at Big Android BBQ for multiple years
- Keynote speaker at Droidcon and March of the Droids
- Industry panelist on mobile technology, open source, and software development
- Represented CyanogenMod/Cyanogen Inc. at global product announcements and industry events

Personal Interests

- Avid roller skater and roller derby player
- Electronic music producer
- Flow artist and fire performer