STEFANIE JANE

Engineering Leader | **Software Sorceress** | **Maker** | **Founder**

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⭐ Summary

As a creative technologist, 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, where art meets engineering.

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