STEFANIE JANE

Engineering Enchantress | Software Sorceress | Music Producer | Maker | Founder

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Summary

With a passion for technology and creativity, I bring deep experience in software development across the entire stack, spanning Android OS, mobile application development, cloud services, firmware, and embedded systems. I've successfully led both open-source and enterprise projects, helping teams achieve technical excellence and innovation. Proficient in multiple programming languages, and highly skilled with the use of modern AI developer tooling and practices. I thrive in hands-on leadership roles, and am committed to continuous learning and self improvement.

Let's build something amazing together!

Top Skills

Programming Languages

C   C++   Go   Java   Kotlin   Perl   Python   Ruby   Rust

Technical Expertise

Android OS   Qualcomm Snapdragon   Firmware   BSP   Cloud Services   AI/ML   Embedded Systems
Software Architecture   Infrastructure   Linux Kernel   Device Drivers   Android Apps

Engineering Leadership

Team Management   Software Development Lifecycle   Project Management   Mentoring

Experience

Mason

Senior Principal Engineer   *(Current Role)*

- ▸ Leading a key new AI product initiative
- ▸ **Technologies:** Java, C++, Kotlin, Go, Python, AWS, Kubernetes, PostgreSQL

Director of Software Engineering   *(March 2021 - May 2024)*

- ▸ Led software teams through a growth phase
- ▸ Key contributor and engineering leader
- ▸ Managed teams responsible for cloud services and device software
- ▸ Built processes and programs for supporting customers and developers

‣ Created tutorial videos and webinars

Principal Software Engineer *(May 2019 - March 2021)*

‣ Bringup of new hardware platforms

‣ Developed firmware and Android OS for mobile devices using Qualcomm Snapdragon hardware

‣ Launched several phones and a smartwatch

‣ Added new capabilities to device management platform

‣ Designed and built the X-Ray remote management system

‣ Mentored new team members

Cartogram, Inc

Board Member *(April 2015 - Present)*

‣ Provide strategic direction and oversight

‣ Advise on technology and product development

Oculus VR

Systems Software Engineer *(April 2017 - March 2019)*

‣ Contributed to the launch of Oculus Go, the first self-contained VR headset

‣ Worked on OS software, audio, power and performance optimization, and soft realtime scheduling

‣ Integrated multi-architecture, multi-toolchain build system with Sandcastle CI

‣ Brought up several new prototype boards

‣ Implemented low-level support for A/B OTA system

‣ Post-market support of 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

‣ Deeply involved in fundraising, hiring, and laying the groundwork for company growth

‣ Launched several mobile phones with CyanogenOS

‣ Gave keynote talks at conferences

‣ **Technologies:** C, C++, Java, Python, AWS

Samsung Telecommunications America

Staff Software Engineer *(August 2011 - March 2013)*

‣ Led new product ideation, R&D

‣ Contributed to the launch of Galaxy and Note series phones

‣ Collaborated with Samsung's open-source team

‣ Lead engineer on US carrier projects (T-Mobile/AT&T) including the Galaxy S2/S3 and Galaxy Note

‣ Helped bring multiple devices to market while leading various R&D efforts

‣ **Technologies:** C, C++, Java, Python

Penthera Technologies

Senior Software Engineer *(May 2010 - June 2011)*

- ▹ Developed network-friendly media streaming software
- ▹ Developed MeeGo and Android applications for streaming, including front-end web client features and MeeGo Qt client
- ▹ Improved media transcoding platform performance
- ▹ **Technologies:** Ruby, C++, Java

Health Monitoring Systems

Lead Software Architect *(July 2006 - May 2010)*

- ▹ Built the technical infrastructure from the ground up
- ▹ Developed EpiCenter, a syndromic surveillance platform collecting data from hundreds of hospitals nationwide
- ▹ Designed a high-performance analytics engine with spatial analysis capabilities
- ▹ Built the Mergence HL7 integration engine, processing large amounts of real-time data feeds
- ▹ **Technologies:** Java, JavaScript, PostgreSQL, Oracle

University of Pittsburgh

Systems Engineer *(May 2005 - July 2006)*

- ▹ Built Oracle clusters, worked with GIS and spatial databases
- ▹ Supported RODS Lab's syndromic surveillance platform

Expedient

Lead Systems Engineer / Software Developer *(April 1998 - April 2005)*

- ▹ Progressed from entry-level support to lead systems engineer
- ▹ Developed infrastructure management software and managed server platforms
- ▹ Maintained Fibre Channel SAN and backup equipment
- ▹ Redesigned production platforms for web hosting and email
- ▹ Designed and built infrastructure software and services for an independent internet service provider
- ▹ Served a customer base of millions with connectivity and mail, as well as providing managed systems and services from data center facilities

Awards & Recognitions

- ▹ Created CyanogenMod, now LineageOS, freeing millions of Android phones
- ▹ Keynote speaker at product launches and conferences worldwide

Personal Interests

- ▹ Avid roller skater and roller derby player
- ▹ Electronic music producer
- ▹ Open source software developer, check out my GitHub!