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WORK EXPERIENCE

Principal Frontend Engineer, Super League Gaming

Dec 2021 - Sep 2025

- Lead Frontend Engineer responsible for building Campaign Management tools responsible for \$10m/year in ad revenue and used by major brands such as Mattel, Nickelodeon and Disney.
- Built an Analytics Portal used by thousands of game developers representing over 200m MAUs
- Designed and implemented the frontend for Rotrends.com using Next.js, scaling the analytics platform for the Roblox gaming ecosystem from 0 to 25K+ monthly active users and 300K+ monthly page views within 1 year.
- Refactored the Minehut.com homepage using Next.js with Incremental Static Regeneration (ISR) for optimal page load performance, increasing daily traffic from ~3.5K to ~9.5K clicks and ~70K to ~160K impressions totaling 1M+ clicks and 12.6M impressions in 5 months which supported the company's successful sale.
- Implemented engineering best practices on the Super Biz Portal, a barebones React application by introducing
 TypeScript, establishing a scalable folder/code structure, and setting up GitHub Actions workflows for testing and
 deployments, resulting in more maintainable, reliable, and developer friendly code.
- Enhanced the Super Biz Portal with support for uploading preapproved Roblox image assets, adapting the ad network to new Roblox advertising standards and preventing millions of dollars in potential lost revenue for Super League.

Lead Software Developer, OceanSMART

Aug 2020 - Dec 2021

Led the greenfield development of OceanSMART, using React, Apollo GraphQL, Node.js, and MongoDB, a low-code
maritime shipping and receiving web app, serving as lead software developer and managing a team of 5 full-stack
engineers. Ran agile ceremonies including daily scrums, sprint planning, and retrospectives, while interfacing with the
product team to deliver milestones on time.

Software Developer II, Oceaneering

Feb 2016 - Aug 2020

- Designed and implemented FreiXchange, a greenfield live negotiation web app for maritime shipping and receiving
 contracts, leveraging React, MongoDB, and Meteor.js pub/sub functionality to enable real-time chat and form-based
 negotiations where users could view and respond to each other's offers in real time.
- Enhanced PortVision, a maritime vessel tracking SPA, by implementing Google Maps based vessel route visualization
 and refactoring AngularJS frontend code to improve performance, ensuring a smooth and responsive experience even
 on mobile devices.

Software Developer, Oceaneering

Jan 2015 - Feb 2016

- Developed a laytime and demurrage calculation module for Inchcape Shipping Services' (YourISS2), using C# .NET MVC, SQL Server, and Kendo UI, maritime operations web app, enabling the business to accurately calculate and recover client charges, streamlining a critical revenue process.
- Refactored the YourISS2 domain model to introduce a voyage layer beneath port calls, requiring coordinated frontend
 and backend changes. This enhancement enabled grouping of port calls under voyages, calculation of voyage-level
 aggregates and metrics, and allowed Inchcape to organize their port calls more effectively.

Software Developer, CGI

Jul 2013 - Dec 2014

- Upgraded the City of San Diego's SIRE document management system to ensure compliance with the Windows 7 upgrade within a mandatory deadline, rewriting legacy VBScript into VB.NET as required by the latest version of SIRE.
- Built an MVP web application for the City of San Diego Water Department, using ASP.NET Web Forms that enabled field service workers to conduct water use surveys.

SKILLS

Languages: JavaScript, TypeScript, HTML, CSS

Technologies: React, Next.js, React Query, MobX, Ant Design, Cloudflare, AWS (Dynamo DB, EC2, Cloudwatch)

EDUCATION

Bachelor of Science, Management Information Systems, San Diego State University Minor, Computer Science, San Diego State University

May 2013 May 2013

• Association of Information Technology Professionals