

Jeff Supancic

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WORK EXPERIENCE

Principal Frontend Engineer, Super League Gaming

Apr 2023 – Sep 2025

- 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.

Senior Frontend Engineer, Super League Gaming

Dec 2021 – Apr 2023

- Implemented engineering best practices on 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.
- Implemented new features that enabled the operations team to independently create and manage campaigns and advertisements in Roblox games - eliminating previously costly engineering involvement, making the process scalable, and expanding internal tooling to support business growth.
- Enhanced the web 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, 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 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 application, 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' maritime operations web app, enabling the business to accurately calculate and recover client charges, streamlining a critical revenue process.
- Refactored the 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 totals 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 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

May 2013

Minor, Computer Science, San Diego State University

May 2013

- Association of Information Technology Professionals