

# JONATHAN KOLYER

SOFTWARE  
DEVELOPMENT  
PROFESSIONAL

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## CONTACT DETAILS

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Location: San Francisco

Phone: 415-699-2175

[Email](#)

[Github](#)

[LinkedIn](#)

[Resume](#)

## LANGUAGES

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- TypeScript / Python
- Ruby / Java
- HTML / CSS
- SQL / GraphQL
- Swift / Objective-C

## SOME TOOLS & FRAMEWORKS

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- AWS
- Kubernetes
- LangChain
- Nodejs
- React / React Native
- FastAPI
- Rails
- PostgreSQL / Redis / MongoDB
- ELK
- Nx.dev
- Functional Programming

## PROFILE

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*Seasoned developer & leader over 25 years – specializing in pattern-based architectures solving business problems.*

## PROFESSIONAL SKILLS

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### **Technical Leadership**

Process and project management. SDLC. Product strategy.

### **Management**

Mentorship. Communications. Team experience. Bootstrapping.

### **Software Design & Implementation**

Cloud microservices. Chatbots. Mobile. GitOps. Media processing.

Monorepos. SaaS. LLM / RAG.

## WORK EXPERIENCE

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### Engineering Manager

[QuickNode, Inc.](#)

*June 2022 – July 2023*

- Grew apps team from zero to twenty ICs with six direct reports.
- Managed monorepo infrastructure for a dozen applications.
- Built development cloud infrastructure on AWS.
- Built CI/CD pipeline for Kubernetes & ArgoCD.
- Initiated ELK observability and monitoring systems deployment.
- Prototyped content generation tools with ChatGPT/LangChain.

### Principal / Founding Engineer

Chask.ai

*September 2020 – June 2022*

Developer of chatbot platform for group task management.

- Built conversational AI engine with administration portal and Slack integration.
- Implemented Rasa for NLP (pre-LLM), with React / MUI interface and NestJS / GraphQL backend.

### Head of Solutions Engineering

[Doc.ai](#)

*January 2019 – May 2020*

Technical lead for mobile engagements with [Anthem](#).

- Led team building SDK for conversational AI on iOS / Android.
- Designed state machine engine with JSON schema to navigate conversation tree.
- Oversaw development and communications with Anthem.

## PROJECTS

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Actively building custom [RAG](#) and [CMS](#) integrated system.

### Mobile Architect – IOS

#### [TextNow](#)

*May 2017 – August 2018*

Designed new chat interface framework for [telephony & messaging](#) platform; introduced best practices and testing processes.

### Founding Engineer

#### [JamKazam](#)

*January 2013 – May 2018*

Built a suite of applications for musicians to play together online.

### Software Architect

#### [PayNearMe](#)

*February 2014 – February 2017*

Point-of-sale mobile and back-end applications.

### Chief Technical Officer / Founding Engineer

#### [PodOmatic](#)

*March 2005 – February 2013*

Technical lead for podcasting social network wearing any hat necessary.

### Previous Roles

*1991 – 2013*

- Actor – represented by [Look Talent](#)
- SaleSorter – CTO: retail sales aggregator start-up
- [Bowstreet](#) – Solutions Architect: Cisco Systems engagement
- [Moody's KMV](#) – Web Architect: Credit risk modeling
- Infoscape – System Consultant: Java-based products
- [Apple](#) – Consulting Engineer: On-site custom app development
- [AT&T Wireless](#): Consulting engineer
- WhiteLight Systems: Lead developer
- [NASA Ames](#): Research software engineer
- UC Berkeley: Research software engineer

## EDUCATION

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### MS, Industrial Engineering & Operations Research

#### [University of California, Berkeley](#)

*1991*

### BA, Mathematics

#### [Northwestern University](#)

*1987*