

JONATHAN KOLYER

SOFTWARE
DEVELOPMENT
PROFESSIONAL

CONTACT DETAILS

Location: San Francisco

Phone: 415-699-2175

[Email](#)

[Github](#)

[LinkedIn](#)

[Resume](#)

LANGUAGES

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

SOME TOOLS & FRAMEWORKS

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

PROFILE

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

PROFESSIONAL SKILLS

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.

WORK EXPERIENCE

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

Currently working on a [RAG](#) application (forking this [repository](#)).

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 KVM](#) – Web Architect: Credit risk modelling
- 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

MS, Industrial Engineering & Operations Research

[University of California, Berkeley](#)

1991

BA, Mathematics

[Northwestern University](#)

1987