Jonathan Grim

Software Engineer

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Summary

I'm a passionate builder who cares for the end user and enjoys focusing on the details of a great user interface and experience.

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Select Experience

Please see LinkedIn for complete list

Olo / Team Lead II

June 2021 - Present

- Led the Host and Handheld teams in developing a suite of restaurant applications and their supporting services across mobile and web.
- Managed hiring and performance reviews of engineering teams.
- Partnered with Product in sprint, quarterly, and annual planning.
- Improved webpack build and code configuration to improve core web vitals for page loads by multiple seconds and reduced build times by 50%.
- Served as frontend tech lead responsible for coordinating efforts among all frontend engineers and guiding architecture decisions.
- Developed complex features in Vue and TypeScript utilizing state machines and automated testing to ensure quality and reliability.

Pindrop / Senior Software Engineer

October 2017 - March 2019, February 2020 - June 2021

- Developed production applications for customer products and internal tools using a variety of web technologies including React, TypeScript, Redux, Node, AWS Amplify, and GraphQL.

Ware2Go / Software Engineer

May 2019 - February 2020

- Led a team of 4 in developing a React Native mobile application to replace multiple web forms, improving customer engagement and ease of use.

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Projects

Playabl

https://playabl.io

Community management tailored to online gaming groups. Built with Vue 3, TypeScript, PostgreSQL, and AWS services.

Roll With Me

https://rollwithme.xyz

A full-stack application providing digital tools for playing games online. Built using the Amplify serverless framework and React.