

Jason Stroud

Principal Software Engineer

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◦ Skills ◦

- JavaScript / Typescript / Rust
- React / React Native
- Redux / Mobx / Recoil / Zustand
- Jest / React Testing Library / Cypress
- Express.js / Nest.js
- REST / GraphQL
- Prisma / TypeORM
- SQL / NoSQL
- AWS / GCP / Azure
- Agile / Scrum
- Git / Source Control
- Software Architecture
- Leadership / Management

- Strategic Thinking
- Communication

◦ Education ◦

University of Oregon
Computer Science
Apr 2011 - May 2015

🔗 <https://www.uoregon.edu/>

◦ References ◦

Reggie Walker
Senior Manager at Adobe
Cell: (678) 763-5659
Email: rwalker@adobe.com

Olivia Meiring
Senior Designer at Adobe
Cell: (412) 728-4669
Email: meiring@adobe.com

Sam Stanton-Reid
Senor Front-end Engineer at Kenect
Cell: (203) 423-9246

Ryan Pliske
Senior Mobile Engineer at Kenect
Cell: (314) 795-7055

◦ Projects ◦



Bluesky Social
Decentralized social network
<https://github.com/bluesky-social/social-app/commits/main?author=khuddite>

Twenty
Alternative CRM to Salesforce
<https://github.com/twentyhq/twenty/commits/main?author=khuddite>

◦ Interests ◦

- Sports
- Open-source

Profiles

- 📌  [Khuddite](#)
- 📌  [Jason Stroud](#)

Summary

Experienced Software Engineer and Open-Source Contributor with a strong track record of architecting highly scalable systems and leading teams of various sizes to deliver robust, production-grade software. Proven success across startups and enterprise environments, contributing to complex, large-scale applications that demand high stability, performance, and polish. Consistently recognized for delivering impactful, well-engineered solutions in fast-paced, high-stakes environments.

Experience

Feeling Great
Principal Software Engineer
Apr 2024 - Present

- Delivered features including voice AI chat, conversation summaries, dictation, and anonymous login.
- Led the redesign of the app’s navigation, moving from a stack-based to a tab-based system to improve usability.
- Improved performance by reducing bundle size and applying optimizations like code splitting and tree shaking.
- Set up monitoring and logging with Sentry to diagnose and fix issues like broken auth flows in production.

🔗 <https://www.feelinggreat.com/>

Adobe
Software Architect
Nov 2023 - Apr 2024

- Designed and built the third version of Adobe Bridge’s metadata panel (CMP3), focusing on maintainability and flexibility.
- Worked with React, React Spectrum, UXP, CEP, and TypeScript to deliver a consistent UI across different Adobe platforms.
- Coordinated regularly with the team to keep development on track and unblock implementation issues.
- Prototyped and integrated GenAI and Firefly features into internal tools to explore Adobe’s AI capabilities.

🔗 <https://www.adobe.com/>

Kenect
Senior Software Engineer
Dec 2022 - Oct 2023

- Built features such as content library management, social media publishing, and Sunbit payment integration.
- Implemented Detox testing for mobile and introduced automation to reduce release bugs.
- Led the move from JavaScript to TypeScript, conducting code audits and helping teams adopt the new setup.
- Participated in internal tooling projects, including Slack integrations and coding standards.

🔗 <https://kenect.com/>

KangarooHealth
Senior Software Engineer
Oct 2019 - Dec 2022

- Built provider-facing tools such as task management, call queues, and real-time notifications using React and Twilio.
- Helped define backend API contracts by working closely with backend engineers during planning and implementation.
- Led the transition from CRA + Webpack to Next.js + Vite, improving build performance and code organization.

🔗 <https://kangaroohealth.com/>

CuriosityStream
Senior Software Engineer
Feb 2017 - Oct 2019

- Developed the mobile app using React Native, including account management, content browsing, and in-app purchases.
- Introduced React Hooks and Flipper early to help streamline development and debugging.
- Reviewed designs with the product team and contributed feedback on usability and layout before implementation.

🔗 <https://curiositystream.com/>

Capstone Integrated Solutions
Software Engineer
May 2015 - Feb 2017

- Contributed to Point of Sale systems focused on responsive UI and solid user workflows.
- Built frontend components with JavaScript and React, and worked closely with senior developers to implement key features.
- Participated in cross-browser testing and debugging to ensure reliability in different environments.

🔗 <https://www.capstone-is.com/>