Jon Kurinsky
Philadelphia-based &/or Remote Software Engineer
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ABOUT ME

Product-minded software engineer specializing in interactive, complex, and highly-stateful user interfaces. Proven track record building performant multimedia experiences on memory-/compute-constrained devices, realizing business outcomes through data-driven experimentation, and driving quality/velocity improvements through test-driven refactoring. Advanced knowledge of React and TypeScript. Experienced with adaptive bitrate video playback and web performance optimization. Empathetic supercommunicator; experienced speaker and educator.

Highly Proficient: React, TypeScript/JavaScript ES6+, state management (Redux), unit testing (Jest/Vitest/RTL), JS/TS tooling (webpack/vite/eslint/etc), A/B testing and test design, web performance optimization, OTT device development, agentic coding.

Experience with: adaptive-bitrate video playback (hls.js/video.js/Shaka), GraphQL, SQL, Python

WORK EXPERIENCE

Tubi (full remote)
Senior Software Engineer L4 - Client Applications (Jul 2024 - Present): Led cross-functional team developing "Browse While Watching" feature for HTML5 platforms, delivering 0.54% view time lift and 0.60% platform revenue lift (~$3M year) through many rounds of iterative A/B testing and experience/perf optimization. Drove $1M/month increase in Pause Ad ad opportunities by graduating experiments across 5 OTT platforms.

Spearheaded yearlong React modernization initiative across web/OTT player codebase (220+ merged PRs), mentoring team members on modern React, including a complete redesign of player/UI interface layer of Tubi client. Built comprehensive UI performance monitoring tools and dashboards, establishing a framework for team to make data-driven decisions about player UI experiments. Served on a Tubi-wide "Engineering Excellence Committee", personally authoring company standards for automated testing and code review. Helped drive adoption of agentic coding tools/methods via writing, direct instruction, and example.

Senior Software Engineer L3 - Video Player (Dec 2022 - Jul 2024): Lead client dev for new "Pause Ads" feature on FireTV devices responsible for $2M revenue in first year. Graduated web-to-mobile conversion experience using QR codes for 0.93% increase in platform view time. Rescued long-failing "seek thumbnails" initiative by diagnosing performance bottlenecks and implementing a cache-based solution that graduated across all platforms, bringing OTT player UX on par with competitors.

Won 2nd place in Tubi hackathon for an OSS client-side telemetry rate-limiting library. Designed and implemented tools to collect telemetry on memory use on OTT devices; used this to ship video buffer configuration optimizations. Led a 21-engineer initiative to take a years-long Typescript migration of a monorepo to final completion (migrated 60k lines over several months). Served as "platform owner" and release train manager for the Sony blu-ray platform, frequently diagnosing and solving tricky bugs on old, low-power devices with non-standard user agents.

Screencastify (full remote)
Senior Software Engineer (Aug 2021 - Oct 2022): Led greenfield rewrite of multi-track video editor client from Angular to React, unifying product suite architecture. Co-designed video player/effect stack based on MPEG-DASH and video.js for complex media timeline interfaces. Built video compositor/exporter using HTML5 canvas, WebCodecs, and ffmpeg for high-performance media processing. Established data access patterns using GraphQL and contributed to Postgres schema design. Scaled team documentation and patterns via RFCs/ADRs from 5 to 22 engineers

Software Engineer - Video Editor Team (Dec 2020 - July 2021): Built features for browser-based multitrack video editor (Angular, rxjs, HTML5 video/canvas elements). Led redesign of system allowing users to composite text on top of video (QuillJS, puppeteer, ffmpeg).

IKEA (Philadelphia - hybrid)
Software Engineer (August 2020 - Dec 2020): Tech lead for x-functional SEO & web perf team. Built Puppeteer-based synthetic-user perf testing tool; received an "IKEA Innovator" award for

performance optimization work.

Comcast (Philadelphia - hybrid)
Engineer 2, Software Development (October 2019 - July 2020): Lead UI dev for greenfield React-based customer-facing payments app with millions of users. Co-designed a microfrontends application shell and associated tooling.

Fullstack Academy (Chicago)
Teaching Fellow (June 2019 - September 2019): Mentored & taught students at 13-week web dev bootcamp; led algorithm exercises; conducted technical interviews with prospective students.

Haymarket Books / Center for Economic Research and Social Change (Chicago)
Logistics & Operations Manager (September 2011 - November 2018): Self-taught Python to build tools for automating operations workflows for a nonprofit publisher through period of 400% growth in order volume. Content manager / audio editor for www.wearemany.org; automated audio post-production and content management workflows using Python, ffmpeg, SoX.

EDUCATION
University of Chicago (September 2005 - June 2009)
BA in philosophy. Focus on logic & formal semantics. Multiple awards for academic papers & contributions to undergraduate academic life.