

# Jon Kurinsky

Philadelphia-based &/or Remote Software Engineer  
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## TECHNOLOGIES & SKILLS

**Highly Proficient** in web application development using React; functional, declarative programming in ES6+ Javascript and Typescript; architecture for interactive web applications using a variety of state management tools and concepts; microservice development in Node; web video and audio APIs; adaptive-bitrate playback with libraries like video.js/Shaka; media processing using ffmpeg; test-first development, mob programming, and other XP-influenced techniques. **Some experience** with async task queues, Postgres, Python, distributed systems, web perf optimization.

## WORK EXPERIENCE

### Screencastify (remote)

**Senior Software Engineer (Aug 2021 - Oct 2022):** Co-led greenfield rewrite of multi-track video editor from Angular to React that evolved into a unification of Screencastify's product suite aimed at setting business up for a new stage of growth. Co-led design of video player / effect stack based on MPEG-DASH and video.js. Led architecture for multitrack media timeline UI and data structures. Contributed to schema design (Postgres) and establishment of data access patterns using GraphQL and Hasura. Co-led design of video compositor/exporter based on HTML5 canvas, webcodecs, ffmpeg. Built & iterated ffmpeg & node-based async media transcode workers. Built perf dashboards for async tasks & http endpoints, leading integration into incident response practices.

Documented decisions and patterns via RFCs and ADRs to scale from a 5- to 22-person team, pairing to help others become productive in the stack. Advocated for best practices around type safety and observability. Drove adoption of mob development, just-in-time planning, and TDD.

**Software Engineer - Video Editor Team (Dec 2020 - July 2021):** Built/tested features for multitrack video editor (Angular, rxjs, HTML5 video/canvas elements) backed by a k8s cluster for video ingestion, export, and effect processing (ffmpeg/probe, node, NestJS, typescript). Led redesign of system allowing users to composite text on top of video (QuillJS, puppeteer, ffmpeg).

### IKEA (Philadelphia - remote)

**Software Engineer (August 2020 - Dec 2020):** Tech lead for cross-functional SEO & web perf team. Built Puppeteer-based synthetic-user performance testing tool to uncover load time improvements for IKEA's microfrontends-based global ecommerce platform; received an "IKEA Innovator" award for this work. Designed & ran web-performance A/B tests using this and other tools.

### Comcast (Philadelphia - remote)

**Engineer 2, Software Development (October 2019 - July 2020):** Lead UI dev for greenfield React-based customer-facing payments app with millions of users. 70/30 split between code and planning/work breakdown. Co-designed a React-based microfrontends architecture and associated tooling; co-led effort to drive adoption of CI/CD. Organized and presented trainings on Node as part of effort to unify department around a shared stack.

### 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, integrating web scrapers, APIs, shipping hardware, and data viz tools. Co-stakeholder for agency-led rewrite of company website. Content manager / audio editor for [www.wearemany.org](http://www.wearemany.org); automated audio post-production and content management workflows using Python, SoX, boto3.

## 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.