Jakob Esperson

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Experience

Cloud Development Engineer Sep. 2025 – Present
Signify (formerly Philips Hue) *Menlo Park, CA*

- Analyzing, implementing, and shipping scalable backend services in Go running on AWS Lambda to production for 1,000,000+ daily active users with full Datadog monitoring and alerting
- Designing architecture for a new category of devices and endpoints in the Philips Hue ecosystem to be integrated with Amazon Alexa, Google Home, and Samsung SmartThings
- Collaborating with cross-functional teams from partnership companies to ensure seamless integration and optimal performance of Philips Hue products within their ecosystems

DevOps Engineering Intern June 2025 – Sep. 2025
Western Digital *Roseville, CA*

- Assisted Firmware and SysTest teams in designing, developing, and automating build pipelines and tools with Jenkins, Bash and Powershell scripting, Docker, and Ansible to improve efficiency and reliability of testing processes
- Constructed reservation system for 50+ hardware resources on web with Django and on-resource with Ansible to improve efficiency of hardware allocation between teams by 30%+
- Restructured existing testing tools and frameworks for containerization with Docker and Jenkins to improve portability and consistency across testing environments

Junior DevOps Engineer Sep. 2024 – Apr. 2025
CMG Financial *Remote*

- Developed internal development platform for DevOps team to streamline feature requests using Angular/Flask and Microsoft Azure APIs to improve feature completion rate by 20%+
- Supported peers in vetting Dockerfiles, creating Terraform pipelines, and allocating resources in Azure DevOps

Projects

Rookie Play | *React, Self-hosted, AI, Jenkins, NGINX, Docker, Kubernetes* | Live Link Oct. 2025 – Present

- Created a self-hosted web application using React frontend and Flask + Firebase backend to provide play-by-play analysis powered by AI for beginner football fans
- Deployed application on personal home lab using NGINX as reverse proxy, Jenkins for CI/CD and static analysis, Docker for containerization, and Kubernetes for orchestration of branch-based deployments

BroncoNest | *Flutter, Flask, Firebase, AI RAG, Figma* | GitHub Link Feb. 2025 – Apr. 2025

- Developed a full-stack mobile application using Flask serving a REST API with Flutter frontend for college housing
- Hosted an AI RAG model using Llama, Jina, and Pinecone to provide personalized responses to user dorm queries
- Collaborated with a team of 3 to present to 5 industry professionals for senior design capstone project

JetStream | *React, deck.gl, OAuth, APIs, Mapping, AWS x INRIX Hack Seattle Finalist* | GitHub Link Dec. 2023

- Used React and deck.gl to create end-to-end itinerary planner for business trips and personal flights, with an interactive 3D map to display points of interest and flight paths based on user input
- Utilized 7 external APIs, including INRIX traffic and Flight price APIs, to gather data including flight paths, driving / public transit routing and costs, and interactive map elements hosted on AWS EC2

Education

Santa Clara University Santa Clara, CA
Bachelor of Science in Computer Science and Engineering

- Relevant Coursework: Advanced Data Structures, Software Engineering, OOP, Theory of Algorithms, OS
- Organizations: Association for Computing Machinery President, Theta Tau Professional Development Chair

Skills

Languages: C/C++, Python, HTML/CSS, JavaScript/TypeScript, Dart, Terraform, Bash, Powershell, YAML, Groovy, Go
Frameworks: Frontend – React, Angular, Vue, TailwindCSS, Flutter, Django | Backend – Firebase, Node.js, NGINX, Flask, Express, REST APIs, Sqlite, PostgreSQL
Tools: Git, GitHub, Docker, Figma, Postman, CI/CD, AWS, EC2, S3, Sagemaker, Bedrock, Azure, AI RAG, Linux/Unix, Windows, Azure DevOps, Jenkins, Ansible, Kubernetes
Interests: UI/UX, Computer Vision, Video Game Design, AR/VR, Computer Hardware, Video Editing, Baseball