Jeff Stephens

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Technical leader with extensive full-stack and infrastructure experience. Focused on team culture, mentorship, and shipping.

EXPERIENCE

ONEHOPE Wine, Los Angeles / Remote

Director of Engineering— AUGUST 2023 - JANUARY 2024

- Managed three direct reports with weekly 1:1s and several hours per week dedicated to pair programming and mentorship
- Worked with product managers to plan biweekly sprints
- Review colleagues' design documents and provide architecture and implementation guidance
- In-depth code review including iOS app and web stack
- Shape culture including biweekly demos and hackathon
- Maintained nearly full-time development workload

Sr. Software Engineer — JULY 2020 - AUGUST 2023
Software Engineer — MAY 2019 - JULY 2020

- Managed infrastructure team with one direct report
- Transitioned team from manual CLI-based release process to fully automated CI/CD pipelines and culture of daily releases (savings: 30+ minutes per release, countless mistakes)
- Led infrastructure migration from six aging, manually configured servers to managed Kubernetes
- Implemented Hashicorp Vault for all configuration including secrets, replacing manually maintained .env files on servers
- Led migration to RDS PostgreSQL, planning and executing migration away from custom Cassandra (savings: ~$15,000/mo)
- Adopted Redis with custom wrapper for friendly developer experience
- Developed "throttled fetch" service to implement a global Redis-backed throttle for all servers fetching third-party content
- Implemented full-featured custom job queue with Kubernetes autoscaling; processes ~200,000 jobs per day
- Architected and implemented wine subscription system using Stripe Billing
- Developed API wrappers for multiple third-party services which had no client offered, designed as separate NPM packages published to a private registry.

SKILLS

Full-stack JS web (NodeJS, Express, React, NextJS, CSS)

GraphQL, REST

PostgreSQL, Redis

Kubernetes, AWS, DigitalOcean

Infrastructure-as-code

Radical Candor

AWARDS

Teammate of the Year 2022
ONEHOPE Wine

Teammate of the Year 2021
ONEHOPE Wine

Personal and Professional Growth 2019
ONEHOPE Wine

Innovation Award
ReadyTalk

LANGUAGES

Typescript/Javascript, SQL, Bash, Ruby, Swift, Terraform

Techstars, Boulder/Remote — *Software Engineer*

NOVEMBER 2017 - MAY 2019

I worked across a diverse tech stack at Techstars. My first project was to create a Kubernetes cluster in AWS and begin migrating services from Heroku. Other responsibilities included maintaining Node and Rails services, creating new Rails and React services, and numerous feedback meetings with stakeholders to fix and improve parts of the in-house software they used.

- Implemented a CI/CD pipeline with Kubernetes and got stakeholder buy-in. Then, mentored and taught the engineering team about its benefits and best practices.
- Improved uptime of aging services - from several weekly outages to practically zero
- Created centralized Rails service to manage documents and record consent for GDPR across several other services
- Implemented Hashicorp Vault to secure legacy and new services
- Created templatized project generator so any team member could easily spin up a service with any supported stack in Kubernetes, including build pipeline, deployment, and Terraform configuration

ReadyTalk, Denver — *Software Engineer*

NOVEMBER 2015 - NOVEMBER 2017

I joined a new team to work on a brand new WebRTC-based video conferencing product called FoxDen. This work included an Angular V1 frontend app, an iOS app, a NodeJS backend with a large open source software stack, a ChromiumOS-based in-room hardware solution, and AWS management and deployment. As a member of a small, self-contained team, my responsibilities also included supporting marketing and sales, writing copy, and traveling to on-site sales calls and demos.

- Added many features and fixed numerous bugs in the Angular V1 app, following development best practices; wrote unit, integration, and end-to-end tests to cover every change
- Added Bluetooth iBeacon support to the Android app (20% time)
- Worked on a custom fork of ChromiumOS, adding branding and functionality customizations; infrastructure for automatic updates
- Performed on-call duties, responding to outages and fixing issues in production
- Implemented a Continuous Delivery pipeline which ran unit tests in SauceLabs, built and health-checked a Docker container, and executed a rolling, zero-downtime deploy to a Kubernetes cluster
- Mentored interns and new hires on best practices and unit testing

Mocavo, Boulder — *Full-Stack Software Engineer*

MAY 2014 - NOVEMBER 2015

I started as an intern working on web frontend and backend projects, then joined as a full-time full stack engineer.

- Architected and implemented a large-scale API and accompanying frontend app
- Gave live presentations/demos at conferences and trade shows
- Worked on a "20% time" project to show popularity of baby names and their meanings over time
- Wrote backend scripts to distribute data across many servers
- Created and implemented in software several successful marketing campaigns such as the "12 Days of Census" promotion

Expensify, San Francisco — *Software Engineering Intern*

MAY-AUGUST 2012

I worked as a full-time engineer for the summer writing new features, contributing to architecture discussions, fixing bugs, and reviewing code.

- Contributed code to the live product from day one, including bug fixes and new features
- Added live flight status lookup to the existing trips feature using the FlightStats API, both in web and mobile products
- Was offered full-time position at the internship's conclusion but declined to continue university studies

PROJECTS

Got 'Em — *Online multiplayer game with Apple TV app*

A social game for people to gather around the TV and play with their friends. Built with a React frontend, Express backend, GraphQL and Pusher-powered websockets.
https://gotem.live/

Clusterverse — *macOS toolbar app for Kubernetes workflows*

My foray into macOS development, Clusterverse makes it easy to manage your Kubernetes context from the Mac menu bar. Integrates with the Digital Ocean API for one-click auth into DOKS clusters.
https://clusterverse.app/

EDUCATION

Washington University in St. Louis — *Computer Science*

2010-2014