

Jeff Stephens

(720) 317-9831
jeff@jeffastephens.com

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

EXPERIENCE

Magic Story, Remote

Founding Engineer — JANUARY 2024 - PRESENT

- Led development from prototype to production, establishing code organization, style standards, and scalable system architecture.
- Designed and implemented tools for advanced generative AI image creation, integrating multiple AI models and enhancing prompt tools with system data.
- Developed an event-driven pipeline using Inngest, optimizing artifact generation with advanced caching to reduce generative AI costs significantly.
- Built and optimized a high-performance GraphQL backend, powering both website and mobile apps.
- Created comprehensive data export/import systems, enabling developers to pull non-customer production data on demand and automate per-branch preview environments.
- Engineered a system to match order and image data to custom avatars with diverse traits, supporting seamless order customization from third-party storefronts.

ONEHOPE Wine, Los Angeles / Remote

Director of Engineering — AUGUST 2023 - JANUARY 2024

- Led and mentored a team of three engineers, conducting weekly 1:1s and investing several hours per week in pair programming, career development, and technical guidance.
- Collaborated closely with product managers to plan and execute biweekly sprints, aligning engineering priorities with business goals.
- Provided technical leadership through in-depth design and architecture reviews across web and iOS platforms, offering strategic implementation guidance.
- Fostered a collaborative team culture by introducing biweekly demos and organizing hackathons to encourage innovation and cross-team knowledge sharing.
- Balanced leadership responsibilities with a hands-on development role, maintaining a near full-time coding workload.

SKILLS

Languages & Frameworks:

Ruby on Rails, JavaScript, Typescript, React, NodeJS, GraphQL, some Rust

Platforms & Tools:

Kubernetes, AWS, Terraform, Docker, Git, CI/CD (GitHub Actions, CircleCI), PostgreSQL, Redis

Infrastructure:

Kubernetes, Terraform, AWS, Docker, Linux/Unix systems

CI/CD & Developer Tooling:

GitHub Actions, Jenkins, CI/CD pipeline optimization, self-service developer environments

Observability:

Prometheus, Grafana, Datadog, New Relic

Databases & Caching:

PostgreSQL, Redis, Cassandra

Practices: Agile Development,

Mentorship, User-Centric Design, Scalability and Performance Optimization

AWARDS

Teammate of the Year 2022

ONEHOPE Wine

Teammate of the Year 2021

ONEHOPE Wine

AWARDS (cont.)

Personal and Professional Growth 2019

ONEHOPE Wine

Innovation Award

ReadyTalk

Sr. Software Engineer — JULY 2020 - AUGUST 2023

Software Engineer — MAY 2019 - JULY 2020

- Managed the infrastructure team, mentoring a direct report and leading major initiatives to improve reliability and scalability.
- 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 the migration from aging, manually configured servers to managed Kubernetes, significantly improving system scalability and maintainability.
- Implemented HashiCorp Vault for centralized configuration and secrets management, replacing manual .env file maintenance.
- Directed the migration from custom Cassandra to RDS PostgreSQL, reducing database costs by ~\$15,000/month while improving maintainability and developer experience.
- Adopted Redis with a custom developer-friendly wrapper to streamline third-party content fetching, including a global Redis-backed throttle service.
- Built a full-featured, custom Kubernetes-based job queue system with autoscaling capabilities, processing ~200,000 jobs daily.
- Architected and developed a subscription management system using Stripe Billing, integrating it with core business operations.
- Created and maintained API wrappers for multiple third-party services, packaged as reusable NPM modules and published to a private registry.

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 templated 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 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 in order 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