



Jason Bratt

SENIOR FULL STACK SOFTWARE ENGINEER

Profile

Starting as a video game modding entrepreneur in high school, now paired with a robust professional career, I have about 11 years coding experience. I am an expert at Typescript, Java, SQL query optimization and schema design, pragmatic API architecture, and the attentive art of UI component composition and styling. I'm hungry for a challenge!

Employment History

Sr. Software Engineer II, Blueprint Health, (Remote)

SEPTEMBER 2020 – PRESENT

- Worked with clinical experts to create a life-saving ML model to monitor and improve mental health outcomes overtime and built a high-performance analytics platform on the model with insightful visualizations and predictive outcome graphs. (On 20+ million aggregate records)
- Facilitated a biweekly engineering meeting to discuss architecture plans, show and tells, and coding standards we wanted to align on as a team.
- Refactored a legacy codebase for Android/iOS apps into a maintainable React Native app which enabled full-team contribution instead of a siloed developer.
- Led the creation and maintained a shared React component library that aligns with the Figma design system, prioritized accessibility to meet WCAG compliance.

Software Engineer & Sr. Software Engineer, Tempus, (Chicago)

FEBRUARY 2016 – OCTOBER 2019

- One of the first engineers hired at Tempus; as the company grew to 100+ engineers I helped growth by interviewing potential engineering candidates and onboarding new team members.
- Built a handful of PoC apps/services from the ground up with Python/Node/React/Postgres and AWS services (S3, Aurora, Elasticache, Redshift, Lambda, SNS, SQS), some of which graduated into full-scale products.
- Voted Employee of the Quarter (out of 200+ employees) after leading a bug-squashing initiative across our applications, resulting in more maintainable and reliable products.
- Worked closely with genetic scientists, product managers, and designers to define features for project roadmaps.
- Worked as the lead backend developer on a real-time analytical tool that executed faceted user-defined queries on 100+ million records to derive clinical insights. (Apache Spark for ML cohort classification, Redshift)

Founder, Mineswine & Block Empires (Minecraft servers)

JUNE 2012 – SEPTEMBER 2016

- Started and ran one of the world's most popular Minecraft server networks with over 1 million players logging onto the network.
- Dealt with scaling out and administering a network of 30+ dedicated servers.
- Developed with and managed team of 3 paid Java developers and 30 volunteer in-game staff.
- Worked with some of the Top 100 Youtubers and the music artists Migos and Waka Flocka Flame to create promotional campaigns.
- Managed finances as we grew from \$0 to 6 figures in yearly revenue.

Details

Seattle (Fremont), WA
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Links

[Github](#)

Skills

JavaScript/TypeScript (NestJS, Fastify, Kysely, Knex, Next)

SQL (Postgres, MySQL, Redshift, Big Query)

Java (Spring, JOOQ, Kotlin)

Machine learning (Scikit Learn, Apache Spark)

Python (Polars, Pandas, Flask)

REST & GraphQL (Open API Swagger, cache normalization, Orval.dev)

React & React Native (React-query, Mobx, Redux, Chakra, MUI)

Cloud Architecture (S3, SNS + SQS, Lambda, Elastic Search, EC2, Kafka, Docker)

HTML & CSS (JSS, Tailwind)

Hobbies

Rock climbing

Hiking

Finding the next good jam (music or jelly)

Walking the dog

Cooking without setting my fire alarm off