

JASON RAIMONDI

SENIOR SOFTWARE ENGINEER

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SUMMARY Hi, I'm Jason — a versatile Full Stack Engineer crafting web solutions since 2007. From PHP to TypeScript and beyond, I've tackled diverse tech stacks while evolving from spaghetti 🍝 code to scalable architectures. Passionate about clean design, thorough testing, and performance across any language.

- EXPERIENCE**
- Stamped.io**
Senior Software Engineer
May 2024 - present
- Added a standalone “Admin Experience” for the [Shopify Public App](#) with shop impersonation capabilities, reducing CSM troubleshooting time and substantially enhancing first-call resolution rates.
 - Built Shopify Checkout Extension that boosted opt-in conversion rates through intuitive UI/UX and streamlined authentication flow.
 - Handled critical infrastructure migrations including Sidekiq to AWS SQS job queue architecture and Ruby v3 upgrade for core Rails backend, achieving reduced memory consumption, increased throughput for peak loads, and significant performance improvements with zero downtime deployment.
 - Engineered a flexible product bundle organization system enabling brands to customize promotion strategies (full bundles vs. individual components), expanding platform compatibility across diverse product categories and driving repeat purchases for newly onboarded brands.
- Repeat (acquired by Stamped.io)**
Senior Software Engineer
Jun 2022 - May 2024
- Launched Repeat’s first self-serve [Shopify Public App](#), eliminating manual onboarding bottlenecks and significantly reducing customer support dependencies while accelerating time-to-value for new users.
 - Fast-tracked our Klaviyo partnership by quickly adopting their new OAuth API standard in our Rails backend, earning us early access to their developer program and placement in [Klaviyo’s official integration catalog](#). Leveraged newly available bulk endpoints to build features competitors couldn’t match, expanding our product capabilities.
 - Engineered a GraphQL architecture for our Rails backend, enabling automatic client library generation that accelerated frontend development cycles allowing the team to ship user-facing features significantly faster.
 - Expanded the Repeat Shopping Cart with subscription support, enabling users to seamlessly combine one-time purchases and

recurring products in a single transaction.

- Strengthened product reliability by implementing comprehensive Cypress end-to-end testing for our [Shopify Public App](#), reducing the likelihood of production issues while establishing automated quality standards.

- Transformed legacy Express codebase into a modular NestJS architecture, improving maintainability, testability, and developer experience while delivering a more stable foundation for our Shopify Public App.

HitRECORD

Senior Software Engineer
Apr 2019 - May 2022

- Engineered a comprehensive GitOps pipeline using Terraform for EKS cluster provisioning and resource management, complemented by custom Helm charts and FluxCD for application deployment, creating a fully version-controlled infrastructure pipeline that eliminated environment drift and enabled self-service deployments.

- Migrated a monolithic Ruby on Rails application to a containerized microservice architecture on EKS, implementing Kubernetes-native autoscaling that dynamically allocates resources based on real-time traffic patterns.

- Developed an automated system creating isolated review environments for each merge request, enabling focused QA testing that transformed our deployment cadence from bi-weekly releases to continuous deployment.

- Transformed legacy “spaghetti” AngularJS/Rails monolith to a modern Angular SPA with Rails API backend, organizing a clear separation of concerns that improved code maintainability.

- Slashed E2E testing time from over an hour to less than 10 minutes by replacing legacy Capybara/Selenium test suite with Cypress, enabling faster feedback cycles and removing a major bottleneck from the development process.

Event Farm

Software Engineer
Feb 2016 - Mar 2019

- Built a full-featured WYSIWYG event landing page builder called [Event Farm “Canvas”](#) with the ability to start from scratch or use a pre-designed templates, eliminating the 2-3 day wait for in-house designers to implement updates and enabling event managers to instantly create and modify pages themselves.

- Engineered a seamless Salesforce-Event Farm integration that instantly updated lead and contact records based on real-time event attendance and NFC interaction data, reducing manual CRM updates and enabling personalized post-event follow-up within hours instead of days.

- Open-sourced a [PHP 7 Salesforce Rest API](#) that simplified complex Salesforce integrations and was used by organizations beyond Event Farm.

- Created **auto-generating** middleware SDKs in [Golang](#) and [Node.js](#) that abstracted REST API complexity, empowering both in-house and third-party developers with a streamlined development experience.

- Modernized a brittle PHP 5 CakePHP monolith by architecting a clean, modular PHP 7 API with clear domain boundaries, implementing automated testing strategies that achieved 85%+ code coverage and enabled confident refactoring of business-critical functionality.
- Migrated a legacy AngularJS application to the current Angular framework, enhancing both developer and user experience through improved reliability and responsiveness.

Recovery Passport

Full Stack Web Developer
Nov 2015 - Apr 2017

- Designed and developed a web-based journaling system for alcohol and mental health recovery clinics, employing Laravel, MySQL, and Vue.js. The application was built to streamline therapy processes and enhanced patient engagement with their counselors and supporters.
- Sustained a Minimum Viable Product that served approximately 1,000 patients across multiple clinics in South Florida, demonstrating its real-world utility and positive impact on mental health recovery.
- Implemented containerized deployment architecture using Docker on Digital Ocean, streamlining application management while ensuring consistent and reliable runtime environments across development stages.

Web Services LLC

Full Stack Web Developer
Jun 2014 - Nov 2015

- Maintained bare metal web hosting infrastructure using LEMP stack (Linux, Nginx, MySQL, PHP), implementing custom deployment scripts and server hardening protocols to ensure consistent performance and security while supporting growing user traffic.
- Built an analytics MVP that helped advertising agencies correlate TV airtime with customer engagement metrics across web, SMS, and social media channels, delivering actionable ROI insights.
- Engineered multiple PHP applications and web scraping systems that transformed public datasets into engaging web features like pet adoption and restaurant health inspection reports.

ACE Blueprinting & Graphics

Graphic Designer
May 2011 - Jan 2014

- Executed a range of graphic design projects through complete lifecycles, conceptualizing and executing deliverables using Illustrator and Photoshop while collaborating across teams to meet critical deadlines.
- Engineered and built high-performance custom PC workstations optimized for graphic processing, reducing render times by 40% and implementing a streamlined print server architecture that eliminated workflow bottlenecks.

Florida Sea Grant

Web Developer - Contract
Apr 2012 - Jul 2012

- Built a online survey platform using PHP, MySQL and Google Maps API that enabled PhD researchers to gather critical environmental impact metrics across **Florida** and **South Carolina** waterways, resulting in comprehensive public sentiment analysis for conservation decision-making.

Student Game Day LLC - Contributed to the design and HTML/CSS of a custom-built web
Web Designer app for selling student college football tickets, built with
Jun 2008 - Dec 2009 procedural PHP.

EDUCATION

University of Florida Digital Media
Aug 2013 Bachelor of Fine Arts