Jay Gudsson

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EXPERIENCE

PuckPedia, *Software Developer (PuckGM & Depth Charts)* 🔗   2024 – present

Part of the two-person team that built fully-functional roster management tool that uses up-to-date NHL data from multiple APIs.

- Averaging more than 1,000 rosters published per day since release.
- Accommodated off-season and in-season NHL salary cap calculations verified by PuckPedia.
- Built with Next.js using Redis and SQL (Prisma).
- Repurposed components to build daily depth chart management / lineup tracking tool.

Nylas, *Full-Stack Developer (Growth & DevEx)*   2022 – 2024

- Led development of a new self-serve trial and subscription service which increased total logos and decreased average conversion time from over 60 days down to just two days.
- Collaborated on the development of a Next.js dashboard to support Nylas' v3 API release, maintaining backwards compatibility with legacy services. The new dashboard featured custom styled components and an Express.js and GraphQL backend.
- Engineered extensive A/B testing via feature flags under the *Growth* initiative, increasing user engagement and optimizing conversion from trial to paid subscriptions.

Synapse, *Co-Creator & Software Developer*   2021

Synapse is an open-source tool that builds, deploys, and monitors a GraphQL Gateway, enabling legacy services to sit behind a single GraphQL endpoint.

- Created a Node.js CLI for handling local Docker orchestration and automating deployment and tear down of AWS Fargate instances.
- Utilized AWS services to deploy and run component containers on AWS infrastructure, including customization of CloudFormation templates for successful GraphQL health checks.

SKILLS

Languages
JavaScript | TypeScript, Go, Python, SQL

Frameworks
React | Next, SvelteKit, Flask, Express

Misc. Technologies
Git, Docker, Node.js, GraphQL, MongoDB, E2E & Unit Testing (Pytest, Cypress, Jest)

Cloud
CloudFormation, S3, Fargate, AppSync, EC2, DigitalOcean Droplets, Heroku

EDUCATION

Launch School, *Capstone Program*   2020 – 2021

Online Software Engineering Program | Mastery-based approach to learning Software Development

University of British Columbia, *Civil Engineering*   2010 – 2014

Bachelor of Applied Science | Graduated with Distinction (3.95 GPA)