

Jack Kufa

Software Engineer

kufa.io / github.com/jkufa / linkedin.com/in/jackkufa
jack@kufa.io

Experience

Software Engineer

Jan 2022 – Present

Service Management Group

Remote, US

- Led development of SAAS hierarchy onboarding wizard, cutting onboarding time from 2 weeks to minutes
- Implemented 2 APIs to migrate away from legacy service API & reduced hierarchy import times by up to 500%
- Designed & maintained GitHub Actions CI/CD workflows to deploy over 6 unique projects to Azure
- Leveraged Cypress fixtures/custom commands to reduce brittle tests by 93% and boost developer productivity
- Migrated Blazor WASM web app to Angular 15 with functional parity in 7 days

Software Engineer Intern

May 2021 – Aug 2021

Service Management Group

Kansas City, MO

- Developed reusable Angular components for internal UI component library & design systems
- Revamped reporting API to support functionality for KPI lite model to reduce loading time
- Decoupled functionality in AngularJS service to correctly show resolved cases for over 200 accounts
- Fixed various bugs in smg360® across 3 different technologies to improve user experience in production

Plugin Developer

May 2020 – Aug 2020

Cinemacraft LLC

Remote, US

- Managed development of assets that generated over 16.6 million YouTube views for content creators
- Interfaced with Spigot API to create custom Minecraft plugins
- Developed in large enterprise Java codebase & automated plugin deployment to servers with Maven
- Coordinated various departments to bundle assets and resources for a weekly deliverable

Software Engineer Intern

May 2019 – Aug 2019

Yaskawa America Inc

Oak Creek, WI

- Created a first-of-its-kind C# ASP.NET MVC web app with EPLAN's API
- Automated generation of electrical panel schematics, reducing design time from 30+ minutes to seconds
- Architected SQL Database schemas using Code First Migrations in EF6 to store schematic information

Projects

JourneyTodo

SvelteKit, Typescript, Sass, Supabase, Postgres, Vercel

Sept 2023 – Present

- Goal based todo app inspired by Todoist with Supabase as data layer & auth layer
- Implemented binary materialized paths using user index + id for performant custom sorts
- Scripted postgres functions & triggers to automatically set indices & binary materialized paths
- Integrated end-to-end tests for major user flows with Playwright
- Prototyped components & screens in Figma to validate user experience before implementation

Corgie

React, Typescript, Sass, NestJS, Python, & MongoDB

April 2022 – April 2022

- Built Wordle-like game for hackathon with the objective of guessing dog names based on images
- Awarded Cigna's Most Accessible Hack award for including alt text for 500 dog pictures
- Scraped WeRateDogs® Tweets & translated data to JSON containing over 200 unique dogs

Drafty

Python, Flask, SQLite3, SQLAlchemy, Discord

Oct 2020 – Dec 2020

- Custom Discord bot for creating & managing Pokemon Draft Leagues
- Designed Flask web app for adding & managing users, Pokemon, & draft sheets
- Automated user reporting of match scores & handled leaderboards via Discord bot
- Authored complete documentation of system design, including how to setup & run the web app & bot

Skills

Languages Typescript, Python, HTML/CSS3/SASS, C#, Postgres, MSSQL

Frameworks Angular, Svelte, SvelteKit, React, NextJS, .NET 6

Other REST, CI/CD, Agile, Node, Git, Jest, Cypress, Playwright, Storybook, Figma, Azure

Education

Missouri University of Science & Technology

Dec 2021

B.S. Computer Science, B.S. Computer Engineering