Jonathan Kuperman

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Qualifications

Passionate engineer, teacher, open source contributor and team lead. Regular speaker at conferences on topics such as Serverless, Accessibility, JavaScript, Web Performance and Developer Tooling.

Online Presence

- jonkuperman.com - Personal website and blog
- github.com/jkup - Open source contributions
- frontendmasters.com/teachers/jon-kuperman - Educational workshops

Professional Experience

Cloudflare St. Petersburg, FL August 2021 – September 2022 ***Staff Developer Advocate***
- Tech lead on Cloudflare's Developer Advocacy Engineering team.
- Primarily focused on Cloudflare's Serverless CLI, Wrangler.
- Created educational content around Cloudflare's Serverless functions, KV store, Durable Objects and CLI.
- Mentored junior developers and helped with career planning, technical mentorship, and finding impactful tasks.

Adobe San Francisco, CA January 2020 – March 2021 ***Staff Software Engineer***
- Promoted to Staff Engineer for shipping new Creative Cloud application on desktop and web, assisting with the Creative Cloud Libraries Photoshop launch and launching Adobe Cloud Documents.
- Sat on the Creative Cloud Architecture Review Board, making technology decisions on programming languages, frameworks and tools.
- Drove consensus and documented all technology decisions via Technical Design Docs.
- Organized office hours and brown bags to help onboard and mentor new team members.

Adobe San Francisco, CA July 2017 – January 2020 ***Senior Software Engineer***
- Tech lead for Creative Cloud web. Came on board to evaluate existing web presence and help migrate to a modern, open source ecosystem.
- Introduced React, MobX, Jest, and TypeScript. Collaborated with the operations team to create deploy pipelines for the new applications.

Brave San Francisco, CA June 2016 – June 2017 ***Senior Software Engineer***

- Built an open source web browser with Node.js and JavaScript, using open source technologies like Electron, React and Immutable.js.
- Added an automated testing framework for UI components with Mocha, Enzyme and Sinon.

Twitter San Francisco, CA February 2014 – June 2016 ***Software Engineer***
- Worked on twitter.com, specifically on the Home Timeline, Who to Follow and Search.
- Helped improve website performance for emerging markets by profiling and improving network, CPU and memory load.
- Worked extensively with open source, front end frameworks such as SuitCSS and FlightJS.

Barracuda Networks Ann Arbor, MI January 2013 – February 2014 ***Software Engineer***
- Full-stack developer on Barracuda Backup, an enterprise storage product.
- Primarily wrote JavaScript and CSS, also diagnosed system problems with command line tools such as top, dmesg and dstat.

Insite Design Lab Ann Arbor, MI April 2010 – December, 2012 ***Founder***
- Created custom web applications for local companies and not-for-profit organizations.