

JACKY ALCINÉ

hey@jacky.wtf • +19293790093 • Tampa Bay, Florida, United States of America

A seasoned software engineer with a penchant towards the use of [F/LOSS](#) across one's working environments. You can view my profile on [Microsoft's LinkedIn](#). With technical acumen and strong communication skills, I'm eager to expand an organization's ambitions using technology in a holistic and transformative way.

Obligatory frameworks, toolchains and resources of notes include Terraform, Debian, CSS, HTML, Postgres, SQLite, React, Svelte, Docker, Node.js, TypeScript, JavaScript, Python, Ruby, Rust, Elixir, and of course, lots of note keeping.

Experience

Plural Policy

Senior Fullstack Web Engineer • Feb 2024 to May 2024

- Spent time contributing to ideation on the conceptual platform in regular feature lab sessions.
- Worked on assisting the migration of a Hapi server to Nest.js in the act of feature development.
- Contributed and guided code reviews for changes towards the Web platform.
- Assisted in the on-boarding of an engineer to the platform, written in TypeScript with Next.js and Hapi concurrently.

Code for America

Senior Software Engineer • Nov 2022 to Sept 2023

I joined the **Tax Benefits** team in order to help the effort of maintaining one of the flagship projects, [Get Your Refund](#), an [open-source Rails](#) application meant to provide [VITA volunteers](#) and sites a means of helping people file for tax benefits.

- Spent time pair programming on features to distribute team's understanding of the product, speeding up our deployment times, the defacto approach at Code for America.
- Wrote several documents around changes to the platform to help commodify understanding of the services the platform used, new and old
- Deployed changes to help reduce noise of the maintaining of [vita-min](#), written with Ruby on Rails.
- Implemented features based on feedback and inquiry meetings and other product guidance in Ruby.
- Held meetings explaining new changes made for support, deepening shared technical understanding.

Eden Health

Senior Software Engineer • Jan 2022 to Aug 2022

After learning Clojure on the job, my main role was working on feature development on the core monolith of Eden Health, written in the same. While database work was done using [SQLAlchemy](#), I dipped back and forth between codebases to make changes whenever necessary (and assisting teammates throughout the way). Some of these changes included expanding what registration options patients had in terms of linking insurances and other important quality of life improvements.

- Learned a working capacity of Clojure to immediately contribute to the core Clojure platform.
- Contributed core database alignment in the Python stack as it was kept separate from the core Clojure stack.
- Contributed documentation and guidelines for updating how patients were intending to register at portals, cutting down sign up time.
- Participated in internal brown bags around my experience using Clojure and Neovim.

Nava PBC

Software Engineer • Dec 2020 to June 2021

While at Nava, I worked mainly on helping the effort of delivering payments to those claiming benefits for those qualified by the Commonwealth of Massachusetts (family leave and unemployment insurance, for example). Some of the work I got to focus on was developing the pipeline for said requests and helping insure integrity of the transactions over time. The logic for this work was done mainly using Python and AWS services.

- Worked on improving reliability of benefit requests with more automated testing and metrics collection.
- Contributed heavily to improving the developer experience for deploying [PFML changes to Massachusetts](#).
- Spent a lot of time contributing to code review with other teams, helping reduce blockers and increase deployment times.

Glitch

Software Engineer from **Aug 2019** to **May 2020**

During my time on the Platform team at Glitch, I contributed to:

- Refactoring endpoints in the existing API system in TypeScript to support product development and stability
- Adding tooling to make internal project development easier
- Updated internal tools to make use of the newer API endpoints, running on Node.js in TypeScript
- Extended how dynamic application placements from Glitch's internal mappings worked to the benefit of maintainability in our AWS cluster.
- Made changes to the React-based frontend for listing projects for users, namely around how boosted apps were presented.

Lob

Senior Software Engineer from **Nov 2017** to **July 2018**

- Improved PDF rendering of invoices for the billing system, a long-requested feature of clients; increasing retention and bringing down customer support requests.
- Extended the capabilities of account administrations around configuring their billing options in the React frontend and Flask backend.
- Improved how integrations and the internal system were reconciled as part of a move to a different approach to billing (from an explicit tier-based system to a hybrid tier/usage-based one with grandparenting support).

Lyft

Software Engineer from **Jan 2017** to **September 2017**

- Working on implementing a message templating system in Python and React to replace explicit calls to vendors to reach users, dramatically improving support's ability to help customers
- Added an interface in the internal system to manipulate said templates and make them visible in user profiles, expanding marketing and internal translators abilities.
- Added adaptivity to said tooling to allow for users to adjust their channels for receiving information, increasing user privacy and control by also proxying messages and calls with the newly built service dubbed Switchboard. This added logic to help use less numbers when routing calls between users, saving Lyft money on routing costs across vendors.

Clef

Software Engineer from **November 2015** to **September 2016**

- Maintained the Android SDK and Cordova SDK for mobile developers
- Improved in-flight requests by cutting down paths for users in authentication requests
- Moved our development environment to use more virtualisation to speed up feature releases.
- Worked on the cross-platform mobile SDK for a new product feature, Instant 2FA

Shutterstock

Software Engineer from **Apr 2014** to **Dec 2014**

- Was taught Perl to work and immediately contribute with the legacy platform.
- Contributed in the API migration from the legacy Perl stack to the Node platform.
- Maintained the acceptance suite for the newer Contributor product.
- Worked on extending a in-house CMS that drove the content marketing of the public facing Contributor site, reducing the need for a redeploy each time.