

Jeff Diers – Software Engineer

New York, NY

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SUMMARY

Senior software engineer specializing in large-scale TypeScript applications, design systems, and cross-platform web and mobile development. Experienced in building monorepos, shared UI libraries, and high-performance product experiences using React, Next.js, React Native, Expo, and modern frontend infrastructure. Passionate about UI consistency, developer experience, and shipping polished, scalable products.

EXPERIENCE

Posh

12/2024 – present

Senior Software Engineer – Product Team – New York, NY

- Senior engineer on a high-scale event and ticketing platform serving millions of users across web and mobile.
- Lead development of a shared **cross-platform design system** used across Next.js and React Native (Expo) apps, including tokens, theming, and component libraries
- Architect and maintain a **large TypeScript monorepo** (Turborepo, Yarn workspaces) powering design-kit, mobile, web, and shared tooling
- Build and ship production features across Next.js, React Native, Expo, and tRPC APIs
- Designed and implemented **token-driven theming** (light/dark, event branding, OKLCH color models) shared across platforms
- Own CI/CD and build pipelines for UI packages including **Storybook**, **Chromatic**, and package publishing
- Partner closely with designers and leadership to evolve UX patterns, accessibility, and visual consistency across the product
- Drive performance and developer-experience improvements through bundling, caching, and build optimization

Jona

10/2023 – 07/2024

Senior Software Engineer – Product Team – New York, NY

- Member of a core product team at an early-stage, high-paced startup, responsible for developing and maintaining a customer-facing web application powered by AI, helping users understand the complexity of their gut microbiome.
- Develop key revenue generating projects that enhance both the user experience and system performance by developing front end UI components as well as the backend API's.
- Collaborated with designers to establish processes for creating pixel-perfect UI components, ensuring high-quality visual consistency and user experience.
- Developed quality code following modern standards with a focus on maintainability, sustainability, performance, and accessibility using Typescript, React, Node.js, MongoDB, PSQl, Redis, Storybook, Tailwind CSS, Next.js.

Kin and Carta

01/2022 – 03/2023

Senior Software Engineer – Platform Team – New York, NY

- Member of a core digital transformation team specializing in creating platforms that support the acceleration of sustainable, equitable, and innovative business outcomes
- Develop and integrate a full featured powered search tool to enhance digital content discovery for a website with 10,000+ pages of digital content resulting in higher quality results and 36% increase of click-through-rate using TypeScript, Next.js, React.js, and Search.io
- Increase website performance by implementing static site rendering, a content delivery network (CDN), and developing a UI component library using TypeScript, Next.js, React.js, and Contentstack
- Develop a testable, accessible, and documented UI component library using TypeScript, React.js, SASS, and Storybook

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T-Mobile

10/2018 – 09/2021

Software Engineer – Video Technology – Denver, CO

- Member of the Video Technology team that is responsible for developing and operating video streaming services for a dedicated over-the-top (OTT) media streaming service
- Troubleshoot and problem-solve in a Linux environment, successfully resolving complex problems
- Containerize and orchestrate CI/CD pipelines using Docker
- Design and implement a content management system in which the operations team can manage dynamically inserted advertisements in a live video stream using Java, GO, React.js, TypeScript, Redis, and Google Ad Manager
- Support the development and delivery of API's to enable digital video recordings alongside a storage delivery system to manage petabytes of video data using GO, Docker, Redis, PSQL, Node.js, React.js, and TypeScript
- Create highly detailed documentation that includes API documentation, system architecture diagrams, deployment plans, and verbal presentations to stakeholders within the company

MotoTV Network

10/2017 – 10/2018

Software Engineer – Denver, CO

- Member of a creative, high-paced startup developing video advertising software following the Agile workflow.
- Responsible for developing and maintaining user interface features and API endpoints for a content management system in which our customers use to manage in-store video streams, advertisements, and menu boards.
- Work alongside a talented design team to develop custom video overlays and animations using jQuery and CSS.
- PHP/Laravel, React.js, JavaScript, CoffeeScript, HTML5, CSS3

SKILLS

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| <ul style="list-style-type: none">• JavaScript ES6• TypeScript• Expo• CSS3• SQL• MongoDB | <ul style="list-style-type: none">• React.js• Next.js• jQuery• Redis• Node.js• Tailwind CSS | <ul style="list-style-type: none">• Linux• Jira• GitHub• AWS• Serverless (lambda)• Docker |
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EDUCATION

Galvanize, Denver, CO

11/2016 – 04/2017

- Intensive web development program.
- Trained on front-end and back-end technologies, to build applications individually and in group formats with an emphasis on Agile workflow.

University of Colorado, Colorado Springs

2011 – 2013

- Mechanical Engineering