Jason Lee

Principal Software Engineer
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Summary

Solutions-oriented enterprise developer and published author with over 25 years of broad-based, enterprise development. Proven ability to handle all stages of the SDLC, from requirements gathering and systems and database design, to implementation, deployment and support. Conference speaker and Java User Group president. Love to write code and teach/mentor. Eager to learn and to push technologies to meet customer needs.

Work History

Red Hat   **November 2020 – Present**
Principle Software Engineer

- Lead development support of several Jakarta EE and MicroProfile OpenTracing and MicroProfile Metrics for WildFly and EAP application servers
- Lead integration of telemetry and metrics libraries (OpenTelemetry and Micrometer) into WildFly and EAP application servers, addressing both functional and performance concerns. Work with PM as well as internal/external stakeholders to determine scope, functionality, etc.
- Engage customers and users in various public forums to offer support

Stable Kernel   **November 2019 – November 2020**
Backend Engineer

- Implement REST APIs and application logic using Kotlin, Spring Boot, PostgreSQL, & Azure Cosmos DB as part of large IoT project
- Increase overall system performance (e.g., relational database query performance from 20-30s to less than 0.5s, and Azure blob access from hours to seconds)
- Provide senior-level mentoring to younger development team
- Remove technical debt and increase test coverage

Oracle (Sun Microsystems and NetSuite)   **July 2008 – November 2019**
Senior Principal Software Engineer / Software Architect

- Serve as team's software architect
    - Work with product management and stakeholders on feature requirements
    - Build prototypes and proofs of concept
    - Verify/validate team's software designs
- Help write and maintain Java-based backend services to support React-based content management system.
- Solution architect and develop for item categorization functionality to fill major feature gap in the product
- Design and implement REST services using JAX-RS (Jersey)
- Mentor junior developers as they join the team
- Served on Kotlin Working Group as we investigated introducing the language to our stack
- Served on JavaServer Faces 2.0 Expert Group
- Designed and implemented both GUI and REST interfaces for the GlassFish application server
- Implemented dynamic, runtime JAX-RS REST interface generation using byte code generation, allowing internal

and external customers to provide their own plugins based on individual needs.

- Improved user experience by modernizing the GlassFish Admin Console, integrating legacy JSF-based framework with current JavaScript standards, reducing page load times to an average of 0.5 seconds.
- Regularly interacted with open source community handling bugs, feature requests, and general support
- Built a test framework (based on JUnit and Selenium) to test the GlassFish Administration console

Cub Tracker **April 2011 - February 2017**
Creator/Developer

- Designed and built an Android application to assist parents and leaders in tracking the progress of Cub Scouts.
- Maintained user community to offer support and solicit application enhancement requests

Objectstream, Inc. (subcontractor for FAA) **May 2007 - July 2008**
Software Architect

- Met with Subject Matter Experts to help determine functionality of system
- Developed proof-of-concept implementations for architecturally interesting parts of the system.
- Developed and delivered final architectural proposal to steering committee

International Environmental Corporation **January 2005 - May 2007**
Senior Software Engineer

Designed, implemented, and supported systems to support in-house customers

- Made systems more predictable and easier to maintain by standardizing on a few, core technologies
- Increased application reliability by implementing unit and functional testing framework
- Increased reliability, availability and stability of back-end database by migrating from MySQL 4 to PostgreSQL 8
- Mentored and trained teammates on new or unfamiliar technologies

Hobby Lobby Stores, Inc. **July 2001 - January 2005**
Programmer/Analyst

- Decreased downtime for store systems by replacing aging AIX server with fault-tolerant Linux-based systems
- Improved end-user experience with back office system to 300+ remote stores
- Insured sales were smooth and efficient by monitoring and maintaining the credit and gift card networks

Medtech / Red River Solutions **July 1998 - July 2001**
Programmer/Analyst, Front-end Team Lead

- Help design and implement distributed work flow engine that powered the business
- Led a small team of front-end developers, writing both Java- and C++-based applications
- Mentored and managed junior developers
- Simplified and sped up end-user application development process by designing an application framework on top of the C++Builder GUI code
- Improved product quality by installing and maintaining a bug tracking system
- Maintained local area network for the Tulsa-based development office

Wal-Mart   **June 1997 - June 1998**
Programmer/Analyst
- Helped design and develop an extension to the decision support system for the Logistics department
- Saved the company over $168 million dollars by implementing a system to locate and identify inventory that had been sitting in the distribution centers for too long

Education
Oklahoma Baptist University
B.S., Computer Science (1997)

Technical Skills
Languages: Java, Kotlin, SQL, JavaScript/Typescript, Python

Platforms: Java/Jakarta EE, Android, Microservices (Quarkus, Spring/Spring Boot)

Technologies and Standards: XML, JSON, JSF, WildFly, GlassFish, Weblogic, Tomcat, JUnit, Git

Selected Publications
Java 9 Programming Blueprints
    https://www.amazon.com/Java-Programming-Blueprints-Jason-Lee/dp/178646019X/ref=sr_1_fkmr0_
Tips for Writing Pluggable Java EE Applications
    https://bit.ly/pluggable-javaee
JSFTemplating and Woodstock: Component Authoring Made Easy
    https://www.oracle.com/technical-resources/articles/javaee/javaserverfaces-templating.html