Jesse Warren

Senior Software Engineer · Architecture & AI Delivery

CA · Remote (US) · jesse@barelybrand.co · barelybrand.co · github.com/jesse-mw · linkedin.com/in/jesse--warren

SUMMARY

Six years building production systems, the last two as architect and sole technical approver. I build the pricing engines, data models, migration tooling, and review pipelines that teams keep using after I leave.

EXPERIENCE

Solutions Architect & Technical Lead — 2025 – 2026

Confidential client, heavy-haul trailer manufacturing. Configure-price-quote platform with ERP, CRM, and CAD integrations. Led a two-engineer team as sole approver through seven months of weekly client demos.

- Cut the client's time-to-quote from 2–6 weeks to about 10 minutes. The first production order (April 2026) went end to end, from CRM request to ERP work order to customer PDF, with no re-keying.
- Consolidated three drifting pricing implementations into one engine before any math changed, using a parity migration that ran old and new paths side by side and logged any divergence over one cent.
- Built the ERP integration against a system with no sandbox, where every write creates a real work order: idempotent writes, fail-closed pruning, and a visible retry state for a human on failure.

Technical Lead & Architect — 2024 – 2025

Novlr, subscription creative-writing SaaS. 10-year platform, thousands of MAU, MongoDB-to-Postgres rebuild.

- Built the zero-downtime migration engine, dry-run by default and safe to re-run. The team ported it and ran it to completion in July 2026: 206,011 users migrated and the database bill down from $1,600+ to $80 a month.
- Built the automated review and merge pipeline (risk-tiered static analysis, an AI code reviewer with merge authority) that let the team, including a non-engineer cofounder, ship 600+ pull requests of AI-assisted work.
- Designed the relational schema (11 tables, 20 row-level-security policies) that replaced the document store.
- Introduced CRDT documents for conflict-free, offline-first editing. Evaluated the engine and surfaced its performance limits on large manuscripts, which informed the team's production approach.

Software Engineer II — 2023 – 2024

Cohere Health, care-management platform. 100+ engineer org. On-call rotation: triage, escalation, and post-mortems.

- Co-delivered features that let a major insurer retire its legacy tool, helping eliminate ~$300K/month in licensing.
- Built a modular PHI-redaction interceptor that kept the data pipeline HIPAA-compliant, plus a local feature-flag system that removed environment-coupled testing conflicts across 100+ engineers.

Senior Software Engineer — 2022 – 2023

Scenario, consumer financial-planning MVP

- Owned architecture and the full SDLC of a fintech MVP. Turned the founder's local-only ML research script into a queue-driven inference service, cutting average latency from 20s+ to 0.25s. Mentored 3 junior engineers.

Earlier: Software Engineer, Exploding Kittens (2021 – 2022) · Software Engineering Instructor, App Academy (2020 – 2021) · Team Manager, Customer Support, 5CA for Epic Games (2018 – 2019)

STACK

TypeScript, Next.js, React, Python, PostgreSQL, Supabase, GraphQL, Docker, AWS, CRDTs, task queues, CI/CD.

Domains: HIPAA health-tech, fintech, e-commerce, CPQ and pricing, multi-tenant SaaS.