Jacky Alciné

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A collaborative product engineer that revels in being in high-impact environments and teams. I'm looking for roles as a **Product Engineer** using **Rust, Python or TypeScript/JavaScript**. Currently, I'm working on Livtet in Rust & TypeScript to explore **social network engineering** of collaborative book tracking.

Languages, technologies, systems and frameworks I'm familiar with include CSS, HTML, Postgres, React, Svelte, Rust, TypeScript, Go, Python, Ruby, and the AWS Cloud.

Work Experience

Spinel Cooperative

Software Engineer *contract* **Sept 2026** to now

- Contributing to Spinel's rv's CLI to expand its capabilities for a healthy and productive developer experience.
- Providing engineering support to clients of Spinel in Ruby codebases.

diVine

Software Engineer, Web *contract* **May 2026** to **Sept 2026**

- Actively working on improving the Web experience for users of the platform — from video performance to the PWA experience
- Spearheading optimizations around the React CSR at divine-web
- Leaned into using agentic development to help accelerate contributions and work with Nostr related technologies.

Coforma

Software Engineer, Web **October 2024** to **April 2026**

- Contributed to the development of a MCP server for the Veteran Affairs as a pilot program.
- Worked on the frontend and backend for a LLM chat interface connecting to the MCP server in Python (FastMCP) and an extension of the Veteran Affairs's design system.
- Contributed to adding e-mail templating to New York City's procurement portal.
- Extended accessibility logic for CMCS's MFP (Money Follows the Person) initiative.

Plural Policy

Senior Software Engineer, Web **February 2024** to **June 2024**

- Drove the on-going migration of a Hapi server to Nest.js, improving developer productivity and increasing feature development speeds.
- Guided code reviews (around ~3x daily) for changes towards the Web platform on a tight knit remote team.
- Onboarded an engineer to the platform, written in TypeScript with Next.js and Hapi concurrently.
- Contributed logic to the bill search view across jurisdictions, improving response times.

Code for America

Senior Software Engineer **November 2022** to **September 2023**

- Produced documents about the platform to commodify understanding of the services the platform used, new and old
- Mentored junior developers on the team to help accelerate their growth, using pair programming to build confidence.

- Deployed changes to help reduce noise of the maintaining of vita-min, written with Ruby on Rails.
- Implemented features based on feedback, inquiry meetings and other product guidance in Ruby, Python and JavaScript.

Eden Health

Senior Software Engineer **January 2022** to **August 2022**

- Introduced new logic for business data alignment between the Python and Clojure stacks, deployed to our AWS cluster.
- Added documentation and guidelines for updating how patients were intending to register at portals, cutting down sign up time.
- Ran internal brown bag meeting around my experience using Clojure and Neovim; helping improve the developer experience for those using these two together and sharing knowledge.

Nava PBC

Software Engineer **2020** to **June 2021**

- Led reliability efforts of benefit requests with more automated testing and metrics collection.
- Expanded the developer experience for deploying PFML changes to Massachusetts.
- Decreased deployment times by reviewing code of my teammates and provided real-time feedback.

Glitch

Software Engineer **2019** to **2020**

- Increased stability of the Glitch REST API by refactoring endpoints in the TypeScript stack
- Updated internal tools to make use of the newer API endpoints, running on Node.js in TypeScript
- Extended dynamic application placements from Glitch's internal mappings worked to the benefit of maintainability in the AWS ECS cluster.
- Improved the React frontend for listing projects for users, increasing adoption of paid app services.

Lob

Senior Software Engineer **2017** to **2018**

- Created improvements for PDF rendering of invoices for the billing system, a long-requested feature of clients; increasing retention and cutting customer support requests in half in the Python stack.
- Extended 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 **2017**

- Implemented 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 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 **2015** to **2016**

- Maintained the Android and Cordova SDKs for mobile developers; improving adoption
- Improved in-flight requests by cutting down paths for users in authentication requests

Shutterstock

Junior Software Engineer **2014**

- 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.