

# Jeff Kershner

Remote or SF Bay Area  
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Engineering leader with 25+ years building and scaling real-time systems, computer vision platforms, and multi-tenant SaaS — from founding team to 1,200+ production deployments. An independent, hands-on leader who takes ownership end-to-end, earns trust across teams, and gets things done.

## EXPERIENCE

### **RadiusAI, Inc, San Francisco — Co-Founder and Director of Engineering**

Jan 2018 - Jan 2026

Built and scaled core engineering team and infrastructure from founding through deployment in 1,200+ retail locations nationwide

Architected multi-tenant, real-time dashboard (React, Next.js, Python) enabling customers to monitor and control computer vision systems across distributed retail environments

Designed and maintained cloud infrastructure (AWS, Azure, Kubernetes) supporting high-availability requirements for mission-critical retail operations

Led technical decisions across full stack, from edge device integration to customer-facing applications

Stack: React, TypeScript, Next.js, Python/Sanic, Kubernetes, AWS, Azure, MySQL, Redis, WebSockets, Cloudflare

### **Team & Leadership**

Built engineering organization from zero to multi-team structure spanning the U.S., Turkey, and India — owned hiring, onboarding, and performance management

Established engineering processes scaled alongside growth — sprint planning, code review standards, incident response, and on-call rotations

Partnered with CEO and product leadership to translate business priorities into technical roadmaps, balancing customer commitments against platform investments

Made foundational architecture decisions (cloud strategy, real-time processing pipeline, multi-tenancy model) that supported growth from pilot to 1,200+ deployments

### **Contract & Consulting Work — Senior Software Engineer**

2015 - 2017

Viking Cruises (Los Angeles): Designed architecture for next-generation

## SKILLS

Frontend: React, React Native, TypeScript, NextJS, AstroJS, Shadcn-ui

Backend: Docker, Python (FastAPI, Sanic), WebSockets/SSE, Redis, Kafka, C#, C++

SQL: MySQL, Postgres, MSSQL, ETL, Snowflake, EF, SQLAlchemy, DrizzleORM, Prisma

Experience with Kubernetes, Railway, Fly.io, Cloudflare, GitHub, Azure and AWS, Sentry, Posthog

## Patents

U.S. Patent 11,580,648

Visual Tracking and Demographic Imputation System (2023)

## Education

State University of New York at Fredonia (SUNY)

B.A. Mathematics (2000)

B.S. Computer Science (2000)

reservation platform while extending legacy booking system

Sogeti / Horizon Oil (Houston): Developed safety and inventory management systems for deep-sea oil drilling operations

Mahler Health (Houston): Architected and implemented features for medical billing platform; led customer requirements gathering

Smart Retail Solutions (Scottsdale): Built retail dashboards for inventory and shrink monitoring — React, Postgres

### **GoDaddy, Scottsdale, AZ — Senior Software Engineer**

Mar 2007 - May 2015

Built enterprise reporting platform (GDOR) from scratch, providing daily operational insights to executive leadership

Designed end-to-end workflow: automated report generation, manager review/annotation, and executive distribution

Sole owner of system throughout full lifecycle — design, development, and maintenance

Stack: [ASP.NET/C#](#), MSSQL, EF, JavaScript, Bootstrap, CSS

### **L-3 Communications Mesa, AZ — Software Engineer**

Jan 2002 - Mar 2007

Developed scriptable game engine for U.S. Air Force Research Laboratory (AFRL) flight simulator research

Collaborated with scientists to study visual fidelity requirements for pilot training systems

Built real-time 3D rendering and simulation systems in C++, DirectX, and OpenGL

Technologies: C++, MFC, DirectX, OpenGL, Lua

### **Shiny Entertainment, Laguna Beach, CA — Gameplay Engineer**

Jan 2001 - Jan 2002

Shipped "Enter the Matrix" (Atari, 2003) — scripted gameplay for the Chateau level

Extended and improved internal toolchain used by design and engineering teams

Technologies: C++, MFC

### **Cinematix Studios, Tempe, AZ — Software Engineer**

Jun 2000 - Jan 2001

Extended proprietary game engine with CD audio streaming and event-driven sensor systems for the game "Hirelings"

Technologies: C++