

Jonah Sol

Full-Stack Software Engineer

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Full-stack software engineer with strong end-to-end ownership across frontend, backend, and infrastructure. Experienced delivering and supporting production systems used in high-traffic, live environments. Comfortable working remotely across time zones and owning software beyond launch.

Experience

Full-Stack Software Engineer — StreamShark Jan 2023 – Jun 2025
SaaS live-streaming platform used by enterprise and Fortune 500 clients for secure meetings and large-scale live events.

- Led development and delivery of key frontend modules for a major platform redesign, working closely with product and design and integrating with existing backend systems.
- Delivered production frontend features including live stream previews, player upgrades, and UI support for dynamic video merging workflows.
- Worked end-to-end from requirements through release and post-launch iteration, with a strong focus on reliability in live production environments.
- Participated in release ownership, CI/CD improvements, and on-call rotations supporting high-stakes live events.
- Collaborated within a hybrid team using async communication and clear ownership to ship and operate production systems.

Full-Stack Software Engineer — CEWARI Jan 2026
Non-profit initiative focused on applied research for mental performance and self-reflection.

- Designed and built a mobile-first journaling application from zero to production.
- Set up application architecture, data storage, and deployment, then handed off for continued development.
- Owned product definition, technical decisions, and delivery within a fixed, short timeline.

Software Developer — Milparinka Disability Services 2020 – Dec 2023
Australian NDIS provider supporting 100+ clients across multiple centres.

- Designed and built an internal scheduling, reporting, and billing platform used daily by staff.
- Replaced spreadsheet-driven workflows with a reliable production system.
- Worked directly with senior stakeholders to translate operational needs into product decisions.
- Owned frontend, backend, data modeling, deployment, and ongoing maintenance.

Independent Product

Founder & Full-Stack Engineer — Immyria Jun 2025 – Present
Production language-learning platform focused on advanced learners and native content immersion.

- Designed, built, and shipped the product independently from concept to production.
- Built a custom immersion system integrating LLMs for contextual explanations, flashcards, and visual aids.
- Implemented backend services, progress tracking, analytics, and deployment pipelines.
- Shipped iteratively based on real user behaviour rather than hypothetical requirements.

Education

Bachelor of Science — Computing and Software Systems 2017 – 2022
University of Melbourne

Diploma in Mathematical Sciences — Pure Mathematics 2017 – 2022
University of Melbourne

Skills

Languages: TypeScript/JavaScript, Python, C#, Java, Haskell, C

Technologies: React, React Native, Node.js, ASP.NET Core, SQL, HTML/CSS

Infrastructure & Tools: Docker, Linux, Git, Bash, AWS, GCP, CI/CD