Jonah Sol

Full-Stack Software Engineer | Distributed Systems, SaaS & Live Streaming

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Product-focused full-stack engineer with experience designing, building, and operating production SaaS platforms across frontend, backend, infrastructure, and platform architecture. Experienced in distributed systems, multi-tenant applications, developer tooling, and live media infrastructure. Comfortable owning products end-to-end—from architecture and technical direction through implementation, deployment, and operations. Recognized for taking ownership of complex systems and delivering pragmatic, high-quality solutions.

Experience

Full-Stack Software Engineer — StreamShark Jan 2023 – Jun 2025
Enterprise SaaS live-streaming platform supporting large-scale events for Fortune 500 organisations.

- Led a zero-downtime frontend modernisation initiative using a Strangler Fig migration strategy, progressively replacing a legacy monolith while maintaining production traffic continuity.
- Architected a high-scale live polling system using CDN-backed polling infrastructure, supporting 10,000+ concurrent viewers without introducing additional database load.
- Identified and resolved latent scheduling and timezone defects affecting enterprise SLAs, migrating critical event infrastructure to IANA timezone standards.
- Owned features end-to-end across React frontends, backend APIs, deployment workflows, and production rollout coordination.
- Improved release confidence through cross-environment testing strategies spanning legacy and modern platform surfaces.
- Mentored engineers through code reviews, architecture discussions, and internal technical sessions focused on modern frontend architecture patterns.

Full-Stack Engineer — CEWARI Jan 2026
Research-focused non-profit initiative operating in low-connectivity field environments.

- Delivered a production-ready mobile-first research platform within a fixed 14-day delivery window.
- Designed an offline-first architecture prioritising data integrity and operational reliability in constrained network environments.
- Re-scoped product and infrastructure requirements aggressively to enable live user testing during the first week of development.
- Established production infrastructure, deployment workflows, and operational documentation to support long-term sustainability for non-technical stakeholders.

Software Developer — Milparinka Disability Services 2020 – 2023

- Designed and built an end-to-end scheduling, reporting, and billing platform used operationally across multiple regional centres.
- Replaced spreadsheet-driven workflows with a centralised production system spanning frontend, backend, database, and deployment infrastructure.
- Implemented pragmatic recurrence and scheduling infrastructure for complex iCal-style workflows while prioritising long-term maintainability.
- Maintained reliability of operational tooling through defensive engineering strategies around unstable third-party browser APIs.

Selected Projects

Immyria — AI-Native Language Learning Platform 2026
immyria.app

- Designed and developed an immersion-focused language learning platform integrating AI-assisted explanations, semantic retrieval workflows, and structured study tooling.
- Engineered resilient LLM integration pipelines using typed validation layers and schema-driven parsing to handle non-deterministic model outputs.
- Built automation and ingestion systems for synchronising multilingual content and metadata across external services.

Pulse — Browser-Based Interview Practice Platform 2026
pulsepractice.app

- Built a browser-native interview practice platform using MediaRecorder, IndexedDB, and local-first recording workflows.
- Implemented client-side media coordination, timer systems, and offline-friendly recording infrastructure.
- Integrated AI-generated interview prompts and transcription workflows while maintaining a responsive browser-first UX.

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

Programming Languages: TypeScript, JavaScript, Python, Rust, C#, Java, SQL, Haskell, Bash
Frontend: React, Next.js, React Native, HTML/CSS, Tailwind CSS
Backend: Node.js, Bun, tRPC, Fastify, ASP.NET Core, PostgreSQL, REST APIs
Infrastructure: Docker, Linux, Terraform, Ansible, GitHub Actions, AWS, GCP, CI/CD, Caddy, Monorepos
Systems: Distributed Systems, Platform Engineering, Live Media Streaming (RTMP, SRT, WebRTC), Multi-Tenant SaaS Architecture
AI: OpenAI APIs, Structured Outputs, LLM Integrations, Retrieval-Augmented Generation (RAG)
Languages: English (Native), Spanish (Fluent), Portuguese (Fluent)