

Jay Deaton

Lincoln, NE | jayrdeaton@gmail.com | linkedin.com/in/jay-deaton | github.com/jayrdeaton

Full-stack engineer with 10+ years building and running the software behind a buy-sell-trade commerce business: inventory and point-of-sale apps, APIs, databases, and integrations with Shopify, eBay, Stripe, and AWS. Strongest in TypeScript, React, React Native/Expo, and Node, and quick to pick up new platforms, from native iOS to AI.

EXPERIENCE

Infinite Token

Full-Stack Engineer & Co-Founder

Jan 2016 – Present

Remote (Lincoln, NE)

- Core engineer on a 3–6 person team building our commerce platform: 6 apps including POS, inventory, and data sync, plus a central API and databases serving 25 staff and tens of thousands of customers
- Owned features end to end, from planning and architecture through deployment and monitoring
- Building MediaEncyclopedia, an AI product-data system using the Anthropic API on Supabase
- Built RESTful APIs and auth in Node.js/Express, plus business apps in React, React Native, and Electron
- Integrated Shopify, eBay, Google, AWS, and POS hardware and software into one system
- Implemented Stripe payments for online and in-store sales, including Stripe Terminal card readers
- Wrote native Swift modules connecting Bluetooth and Zebra label printers to React Native apps
- Planned and ran schema and data migrations on live production databases with no downtime or data loss
- Developed an AWS Lambda service that resizes product images on demand and caches the results in S3
- Added camera-based barcode scanning for product lookup across internal tools
- Automated product-data collection with web scraping, saving hundreds of hours of manual entry
- Led the migration to TypeScript and introduced Jest unit testing and org-wide linting standards

Gameroom

Operations Manager

Aug 2013 – Jan 2016

Lincoln, NE

- Ran daily operations for a ~30-person buy-sell-trade retailer across sales, e-commerce, and repair teams, including hiring, coaching, and cash-handling controls
- Built VBA automation that cut payroll processing from 4 hours to 20 minutes
- Created eBay inventory tooling that saved the e-commerce manager ~20 hours a week and cut listing time ~75%

PROJECTS

- **Pass-and-play mobile games** (Expo, React Native, TypeScript): Solitaire, LightCycles, and BoxHockey, built on my own open-source game packages, with a native Swift module to suppress iOS edge gestures during play; App Store and Google Play release in progress
- **@rific / @tastic**: open-source npm packages of Expo utilities and reusable game-engine modules
- **Lumber**: cloud logging platform with HTTP/WebSocket servers, MongoDB, mobile clients, and plugin SDKs; end-to-end encrypted, with all decryption and search done on-device
- **Web tools**: MapFolio, Pixelated (also an npm CLI), SnaPDF, GraPDF, and TrimBox; Vue/Nuxt, Puppeteer, Gmail API; live at infinitetoken.com

SKILLS

- **Languages**: TypeScript, JavaScript, Swift, Python, SQL, HTML/CSS, VBA
- **Frameworks**: React, React Native, Expo, Node.js/Express, Electron, Vue/Nuxt
- **Platforms**: iOS, Android, macOS, Linux, Expo EAS, Xcode
- **Cloud & Data**: AWS (Lambda, S3), Supabase, PostgreSQL, MongoDB, SQLite, Docker, Vercel, Heroku
- **Tools & Integrations**: Git, Jest, REST, GraphQL, WebSocket, Bluetooth, Shopify, eBay, Google & Anthropic APIs, Stripe, POS hardware