Jay Deaton

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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. Comfortable owning features end to end and keeping them running long after launch.

EXPERIENCE

Infinite Token **Jan 2016 – Present**
Full-Stack Engineer & Co-Founder *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 3 retail locations, 25 staff, and tens of thousands of customers
- Solo-built and launched Lumber, an end-to-end encrypted logging service for iOS and macOS (Android, Windows, and Linux coming), with SDKs for several languages and an MCP CLI for AI agents
- 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
- 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 **Aug 2013 – Jan 2016**
Operations Manager *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

- **Mobile games:** Swirlio and BoxHockey live on the App Store, with DuelTastic, CardTastic, and Hangman in progress; built with Expo, React Native, and TypeScript on my own open-source game packages, with a native Swift module to suppress iOS edge gestures during play
- **@rific / @tastic:** open-source npm packages of Expo utilities and reusable game-engine modules
- **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, Next.js, React Native, Expo, Node.js/Express, Electron, Vue/Nuxt
- **Platforms:** iOS, Android, macOS, Linux, Expo EAS, Xcode
- **Cloud & Data:** AWS (Lambda, S3, Elastic Beanstalk, ECR), Supabase, Firebase, PostgreSQL, MongoDB, Redis, SQLite, Docker, GitHub Actions, Vercel, Heroku
- **Tools & Integrations:** Git, Jest, REST, GraphQL, WebSocket, Bluetooth, Shopify, eBay, Google APIs (Gmail, Gemini, Merchant Center, Ads), Stripe, POS hardware