

JORY PESTORIOUS

Full-Stack AI Product Engineer

Victoria, MN | Remote or relocation | jory@pestorious.com | 952-270-7529 | jorypestorious.com | github.com/joryeugene

Full-stack AI product engineer who becomes productive quickly in unfamiliar stacks and owns the path from interface through production. Joined Workhelix as the sole frontend engineer, then expanded into Python/FastAPI backend performance, AWS/Terraform, GitHub Actions, agent workflows, security controls, and production data. Previously co-founded the team behind a networked 3D game with 50M+ downloads. An M.A. in ESL shapes the product standard: if users need a manual, the interface failed.

TECHNICAL RANGE

AI and agents LLM APIs, MCP, agent workflows, RAG, evaluation, Azure AI	Product interfaces TypeScript, React, Vite, TanStack Query, data visualization
Backend and data Python, FastAPI, PostgreSQL, SQLAlchemy, Node.js, Clojure, C#/.NET	Infrastructure and delivery AWS, Terraform, Docker, Kubernetes, GitHub Actions, WorkOS
Real-time 3D Unity, C#, Photon Networking, Azure PlayFab	Verification Jest, Cypress, Playwright, code review, production observability

EXPERIENCE

Workhelix Founding Full-Stack Engineer - Joined pre-seed as the sole frontend engineer and replaced the Bubble.io prototype with the production React/TypeScript application used through Series A. - Expanded into substantial ownership of the Python/FastAPI backend, including SQLAlchemy/PostgreSQL performance work, production data migrations, and AWS infrastructure managed with Terraform. - Built GitHub Actions and agent workflows for code review and releases; implemented engineering controls supporting SOC 2 Type II. - Delivered OAuth, WorkOS SSO, JWT, multi-tenant isolation, analytics, admin tools, and interactive views of assessment results.	07/2024 - 07/2026 Remote / San Francisco
U.S. Bank Automation Engineer, AVP - Worked as an internal forward-deployed engineer in the centralized automation team, replacing repetitive workflows with RPA, custom Python, and purpose-built web applications. - Automated bank-wide ATM code changes and terminal-emulated legacy database work; built C#/.NET developer-tool prototypes with LLM and Azure AI services.	07/2023 - 07/2024 Remote
We're Five Games Co-Founder and Technical Lead - Co-founded the studio and architected Totally Reliable Delivery Service, a networked Unity/C# 3D physics game with 50M+ downloads across console, PC, and mobile. - Led 5+ engineers building multiplayer systems with Photon Networking and Azure PlayFab; reduced release cycles from eight weeks to four through development and release automation. - Led technical strategy through the tinyBuild acquisition and the later Atari publishing acquisition.	08/2018 - 06/2023 Minneapolis, MN
Gravie Software Engineer - Built Clojure/Groovy services and React/Angular interfaces, led a redesign that increased enrollment conversion by 27 percent, and orchestrated zero-downtime MySQL migrations.	10/2017 - 08/2018 Minneapolis, MN
Best Buy Software Engineer - Built a Scala application that saved 30+ hours per sprint and improved Java/Spring/Solr/Akka/Riak product-discovery services.	12/2016 - 10/2017 Richfield, MN
The Software Guild Java Developer Apprenticeship - Built full-stack Java/Spring/MySQL applications with JSP/jQuery while practicing test-driven development, pair programming, REST API design, and code review.	07/2016 - 12/2016 Minneapolis, MN

SELECTED DEVELOPER TOOLS

dadbod-grip.nvim Vim-native database editing with staged changes, SQL preview, transaction undo, and cross-database workflows.	keephive Verified persistent knowledge for coding agents through MCP and agent hooks.
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EDUCATION

Hamline University , M.A. English as a Second Language, 2015 Udacity , Front-End Web Developer Nanodegree, 2016	University of Minnesota , B.S. Biology, 2011
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