

Jeff Kershner

Engineering leader with 25+ years building and scaling real-time systems, computer vision platforms, and multi-tenant SaaS — from founding team to 1,200+ production deployments

Remote or SF Bay Area
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EXPERIENCE

RadiusAI, Inc, San Francisco — Co-Founder and Director of Engineering

Jan 2018 - Jan 2026

Built and scaled core engineering team and infrastructure from founding through deployment in 1,200+ retail locations nationwide

Architected multi-tenant, real-time dashboard (React, Next.js, Python) enabling customers to monitor and control computer vision systems across distributed retail environments

Designed and maintained cloud infrastructure (AWS, Azure, Kubernetes) supporting high-availability requirements for mission-critical retail operations

Led technical decisions across full stack, from edge device integration to customer-facing applications

Stack: React, Next.js, Python/Sanic, Kubernetes, AWS, Azure, MySQL, Redis, WebSockets, Cloudflare

Team & Leadership

Built engineering organization from zero to multi-team structure spanning the U.S., Turkey, and India — owned hiring, onboarding, and performance management

Established engineering processes scaled alongside growth — sprint planning, code review standards, incident response, and on-call rotations

Partnered with CEO and product leadership to translate business priorities into technical roadmaps, balancing customer commitments against platform investments

Made foundational architecture decisions (cloud strategy, real-time processing pipeline, multi-tenancy model) that supported growth from pilot to 1,200+ deployments

Contract & Consulting Work — Senior Software Engineer

2015 - 2017

Viking Cruises (Los Angeles): Designed architecture for next-generation reservation platform while extending legacy booking system

SKILLS

Frontend: React, React Native, NextJS, AstroJS, Shadcn-ui

Backend: Docker, Python (FastAPI, Sanic), WebSockets, Redis, Kafka, C#, C++

SQL: MySQL, Postgres, MSSQL, ETL, Snowflake

Experience with Kubernetes, Railway, [Fly.io](#), Cloudflare, GitHub, Azure and AWS, Sentry, Posthog

Patents

U.S. Patent 11,580,648

Visual Tracking and Demographic Imputation System (2023)

Education

State University of New York at Fredonia (SUNY)

B.A. Mathematics (2000)

B.S. Computer Science (2000)

Focus: Computer graphics, compression techniques, database systems

Sogeti / Horizon Oil (Houston): Developed safety and inventory management systems for deep-sea oil drilling operations

Mahler Health (Houston): Architected and implemented features for medical billing platform; led customer requirements gathering

Smart Retail Solutions (Scottsdale): Built retail dashboards for inventory and shrink monitoring — React, Postgres

GoDaddy, Scottsdale, AZ — Senior Software Engineer

Mar 2007 - May 2015

Built enterprise reporting platform (GDOR) from scratch, providing daily operational insights to executive leadership

Designed end-to-end workflow: automated report generation, manager review/annotation, and executive distribution

Sole owner of system throughout full lifecycle — design, development, and maintenance

Stack: [ASP.NET/C#](#), MSSQL

L-3 Communications Mesa, AZ — Software Engineer

Jan 2002 - Mar 2007

Developed scriptable game engine for U.S. Air Force Research Laboratory (AFRL) flight simulator research

Collaborated with scientists to study visual fidelity requirements for pilot training systems

Built real-time 3D rendering and simulation systems in C++, DirectX, and OpenGL

Technologies: C++, MFC, DirectX, OpenGL, Lua

Shiny Entertainment, Laguna Beach, CA — Gameplay Engineer

Jan 2001 - Jan 2002

Shipped "Enter the Matrix" (Atari, 2003) — scripted gameplay for the Chateau level

Extended and improved internal toolchain used by design and engineering teams

Technologies: C++, MFC

Cinematix Studios, Tempe, AZ — Software Engineer

Jun 2000 - Jan 2001

Extended proprietary game engine with CD audio streaming and event-driven sensor systems for the game "Hirelings"

Technologies: C++