

Jason Sperske

Sr. Software Engineer | Full Stack, Developer Platforms, AI Agents

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SUMMARY

Senior Software Engineer with 25+ years building full-stack systems at Google, Grammarly, and startups. I design and ship cross-platform software that reaches millions of users, from Gmail advertising to Grammarly's AI agents, while leading technical initiatives across developer platforms, monorepos, and shared infrastructure.

EXPERIENCE

Superhuman (né Grammarly) – Senior Software Engineer (Full Stack & Cross-Platform) – San Francisco, CA

2021 – 2026

- Built and launched Grammarly for Developers from concept to production—architecting the developer hub, API playgrounds, account management, and billing interfaces, closing major partner implementations and serving billions of suggestions per month.
- Designed and implemented AI agent runtimes and cross-platform features (including Local Knowledge Engine) across browser extensions (TypeScript), macOS (Swift), and Windows (C#), shipping production code to 40M+ users across all Grammarly clients.
- Established Grammarly's frontend monorepo as part of a four-person team—building developer tooling, migrating 3 legacy applications and 60+ libraries, and defining CI/CD pipelines, code review standards, and project ownership frameworks adopted company-wide.
- Led the architecture and implementation of Authorship's Canvas LMS integration, spanning frontend, backend, security, and customer onboarding—partnering with sales to close deals.
- Rescued an at-risk AI Rewriter project by implementing the agent runtime and backend services in Java—now the 3rd-largest agent by revenue at Superhuman.
- Drove cross-team engineering initiatives spanning developer experience, shared components, and accessibility compliance, while mentoring engineers and defining technical strategy.

Google – Senior Software Engineer (Gmail Ads team, Full Stack) – Mountain View, CA

2018 – 2021

- Developed interactive advertising formats (lead-generation and ML-enhanced ads) across Gmail's web, iOS, and Android clients, serving 300M+ daily active users.
- Partnered with the Gmail platform team to resolve cross-client sync issues and improve ad analytics.

- Defined and implemented advertising protocols in C++ backend services, lowering latency across Gmail clients.

Commissions.io - Founding Developer/System Admin - Livermore, CA

2017 - 2018

Architected a multi-tenant SaaS platform using Node.js, MongoDB, and AWS (Lambda, S3, SQS)—integrating e-commerce, content management, real-time messaging, and user analytics.

NeoLife International - VP of Technology - Fremont, CA

2015 - 2017

- Led and grew an eight-person web engineering team, establishing technical strategy, engineering practices, and career development frameworks.
- Architected a global Node.js web platform and C# REST API supporting 39 international markets, enabling local teams to ship regional content independently without engineering dependencies.
- Developed a Git-based content management system and established the company's mobile strategy and API testing practices.

Zeality Inc - Architect/System Admin - Pleasanton, CA

2014 - 2015 (continued as an adviser for AI-powered projects)

Architected and built a cloud-based media management and delivery platform using Java, Python, and AWS (EC2, S3, SQS, Lambda, Elastic Transcoder)—developing REST APIs and content-processing pipelines that power iOS and Android applications serving brands and users.

Fan Street Team LLC - Co-Founder/CTO - Livermore, CA

2013 - 2014

Co-founded and built a Java/MySQL platform for artists and labels to manage street teams, using HTML5 Audio and geolocation to unlock location-based music streaming through a mobile-responsive web application.

GNLD International (now NeoLife) - Director, Information Systems - Fremont, CA

2010 - 2013

- Architected global customer-facing and back-office platforms in C# and ASP.NET, integrating banking and payment systems across 39 international markets.
- Built internal content management and CI/CD automation to standardize application releases and content updates across 39 markets.
- Led the migration from Exchange to Google Apps and established international content teams, developing documentation and training to support new market launches.

Rolling Solutions - Founder/CTO - Danville, CA

2006 - 2010

Designed a proprietary underwriting modeling language and execution engine in Java, tracking real-world case outcomes to predict carrier ratings—scaling to 13 insurance carriers and 200+ agencies, leading to acquisition by iPipeline.

Blue Jay Creative Solutions - Founder/CTO — *Pleasanton, CA*

2003 - 2006

Founded an education-tech company and built a web-based course-planning and class-scheduling platform designed for community colleges.

LMA Film and Video - Software Developer — *Pleasanton, CA*

2001 - 2002

Developed interactive multimedia applications for medical device and public utility clients.

MyEvents.com - Software Developer — *San Francisco, CA*

1999 - 2001

Built cross-platform messaging software and internal business applications.

SKILLS

Languages: JavaScript, TypeScript, Java, Python, C#, C++, Swift

Frontend & Platforms: React, Vue.js, Web Components, browser extensions, macOS (Swift), Windows (C#)

Backend & Cloud: Node.js, Spring Boot, ASP.NET, REST APIs, microservices, AWS (Lambda, EC2, S3, SQS, DynamoDB, SNS, CloudWatch), Docker

DevOps & Tools: Terraform, CI/CD pipelines, Git, Bazel, Apache Maven

Databases: MySQL, MongoDB, SQL Server, PostgreSQL, DynamoDB, Redis

Architecture & Leadership: Platform architecture, distributed systems, AI agent infrastructure, API design, cross-platform development, technical strategy, engineering mentorship

PROJECTS

- Created the first (and so far only) Grammarly-approved Easter Egg for a consumer accessible product
- Built a collection of classic video game music that has been shared around the world, which you can browse at <https://sndtst.com/> (written in Node.js)
- Hosted a live game show at PAX for 4 years based on [SNDTST.com](https://sndtst.com/)
- Built an AI-assisted library cataloging system powered by OpenAI vision APIs for the [California Historical Radio Society](#) ([GitHub](#))