

JACOB WALDRIP

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github.com/jakewaldrip

Cityblock Health

03/2022 - Present

Senior Software Engineer

New York City, New York

- **Typescript / Rust / Claude Code / GraphQL / React / GCP**
- Pioneered agentic coding adoption across the engineering organization, authored reusable AI agent skills that enabled mass codebase migrations, automated PR review workflows, and shipped full features end-to-end through multi-phase agent loops
- Built & owned the appointment scheduling system; architected appointment reminder infrastructure that drove measurable reductions in member no-show rates
- Built performance critical services for near real-time patient data access

Barbri

10/2021 - 03/2022

Software Engineer

Dallas, Texas

- **.NET Core / Vue / Azure Cloud**
- Architected build and release pipelines with Azure Cloud, enabling continuous deployment of the application to production
- Designed and implemented an Event Driven Architecture framework with CosmosDB-backed microservices, providing a scalable foundation for decoupled service development

Heartland Payment Systems

05/2020 - 10/2021

Software Engineer

Oklahoma City, Oklahoma

- **.NET Core / Angular / Azure Cloud**
- Replaced legacy printing operations with a .NET Core REST API, streamlining payroll distribution to eliminate a fragile manual process

Oklahoma Interactive

01/2018 - 05/2020

Software Engineer

Oklahoma City, Oklahoma

- **PHP / Java Spring / Javascript / GitLab**
- Developed enterprise applications using Java Spring and PHP for the state of Oklahoma

EDUCATION

Bachelor of Science, Computer Science - University of Central Oklahoma

Edmond, Oklahoma

Internships - Oklahoma City Thunder / Oklahoma Interactive / Heartland Payment