

Jason McEvoy

Staff Software Engineer | Frontend Platform, Architecture & Design Systems

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Summary

Staff Software Engineer with more than a decade building frontend platforms, design systems, and developer tooling for enterprise web applications. Specializes in unifying fragmented, multi-team frontend ecosystems through architecture strategy, cross-framework component systems, and engineering standards that help teams deliver consistently excellent experiences at scale. Current work centers on AI-assisted engineering, including agentic development workflows, design-system tooling, and automated quality gates, alongside the microfrontend platform architecture behind Acquia's move toward AI-agent-driven products.

Skills

Languages & Frameworks: TypeScript · JavaScript · React · Next.js · Angular · HTML · CSS · Sass · RxJS · NgRx

Architecture & Platform: Frontend Architecture · Design Systems · NX Monorepos · Microfrontends · Module Federation · Design Tokens · Shared Component Libraries · REST APIs · OAuth 2.0 / PKCE

AI & Agentic Development: GitHub Copilot · Claude Code · Opencode · Model Context Protocol (MCP) · agentic coding workflows · AI-assisted design systems · automated PR review

UI & Design Systems: PrimeNG · PrimeReact · Angular Material · Bootstrap · Storybook · Figma (Variables, Code Connect) · WCAG Accessibility

Tooling & Testing: Git · npm · CI/CD · WebdriverIO · Selenium · Jasmine · Mocha

Additional: PHP · Python · SQL · C# · Drupal

Professional Experience

Staff Software Engineer, Acquia · Dec 2018 – Present

Promoted from Software Engineer to Senior Software Engineer to Staff Software Engineer. Provides technical leadership across frontend architecture, design systems, and developer-platform initiatives for Acquia's Cloud Platform DXP.

Platform & Architecture Strategy

Authored Acquia's first company-wide frontend platform strategy, captured as an architectural decision record that governs frontend direction for every product team across the organization. The strategy evaluated monorepo, polyrepo, and hybrid models and drove consensus on a multi-monorepo approach that provides a shared foundation for consistent product delivery at scale.

Leading a proposed re-architecture of the Source Command Center microfrontend platform, the unified interface for orchestrating AI agents across the Acquia DXP. The proposal moves the platform toward a Module Federation model that consolidates shared dependencies and modernizes product interfaces through selective, Strangler Fig style rebuilds, improving performance, maintainability, and extensibility.

Design Systems & Developer Experience

Led development of the Acquia Design System (ADS), a library of reusable UI components, shared frontend patterns, and architectural conventions adopted across 8 products and internal tools including Cloud Platform and Source.

Technical lead for GEL (Global Experience Language), Acquia's cross-framework design system that unifies multiple legacy systems into one platform. It is architected around centralized design tokens, framework-specific wrapper libraries, and shared theming on PrimeNG, PrimeReact, and NX to support Angular, React, and future frameworks. Adoption is roadmapped across Cloud Platform, Source, Command Center, Web Governance, DAM, Acquia AI, and Edge CDN.

AI-Assisted Engineering

Established shared AI development practices for the teams building MEO in cloud-ui. These practices include a common Copilot instructions baseline and automated, instructions-driven PR reviews that enforce a quality bar before human review, which reduced reviewer burden as cross-team contribution volume surged.

Designed an AI-driven engineering workflow for the GEL design system, built around a token-governance protocol that keeps design tokens read-only to both engineers and agents so that Figma variables remain the single source of truth. A controlled override path lets contributors adjust individual tokens temporarily and auto-generates reports that tell designers which tokens to change and why.

Drove GEL's Figma migration with AI agents, first through custom Figma plugins and later through the Figma MCP writing directly to the canvas. The migration converted a year-diverged PrimeOne v3.1.0 fork into a PrimeOne v4 wrapped model, and pairing code-wrapped components with Code Connect created a tight mapping between designs and their code implementations.

Product Delivery

Planned MEO frontend across five teams while personally delivering the concurrent Pipelines and Acquia ID migrations in Cloud Platform.

Led frontend architecture for Multi-Experience Operations (MEO), a new Cloud Platform interface that let Acquia Site Factory customers migrate off an end-of-life Drupal 7 stack that threatened their FedRAMP compliance and kept several large enterprise customers on a compliant solution. Personally refactored Cloud Platform's frontend codebase to support the new domain model and retire architectural debt that would otherwise have compounded, creating the foundation other teams' MEO work built on.

Rebuilt Acquia Pipelines inside Cloud Platform, modernizing the FedRAMP-compliant CI/CD experience many Site Factory customers relied on after its standalone frontend had gone nearly a decade without sustained maintenance. The one-way migration upgraded Angular 4 to Angular 14, remediated multiple critical CVEs, replaced the legacy component library with ADS, and updated key pages while preserving Pipelines workflows in the product surface customers already used. It kept compliant CI/CD available throughout the rollout and avoided a separate Acquia ID auth migration by inheriting cloud-ui's authentication.

Built Cloud Platform's authentication service for Acquia ID, the company's new Okta-based SSO (OAuth 2.0 PKCE) that replaced a legacy Drupal 7 login system. Engineered it to run in parallel with the legacy system for a safe, reversible cutover, which set the integration pattern that other product teams including Source followed.

Designed and built Acquia's internal Subscription Management Portal (SMP) end to end, product design included, covering customer-resource listings, entitlement-provisioning workflows, and management of the pool of auto-provisioned applications behind Cloud Platform Trials. Also built the customer-facing Trials sign-up and self-service provisioning that it supported.

Shipped Cloud Platform features and interfaces across customer-facing capabilities, internal tooling, and platform modernization. Notable examples include OS Upgrade and Revert (moving environment infrastructure to FIPS-compliant images within controlled windows, with rollback), the migration of Cloud Platform from AngularJS to Angular, an ADS-based redesign of core Cloud UI pages built with design partners, and AI Provider integration with Acquia's AI Gateway. Feature-lead experience dates back to Acquia Migrate: Accelerate, which brought Drupal migration into Cloud Platform.

Technologies: TypeScript, Angular, React, RxJS, NgRx, NX, PrimeNG, PrimeReact, Storybook, Module Federation, WebdriverIO, Jasmine, OAuth 2.0 / PKCE, Okta, Drupal

Software Engineer, Calero · Oct 2017 – Sep 2018

Full-stack engineer on VeraSMART, an enterprise telecom expense-management platform serving large business customers.

Built Bring Your Own Device (BYOD) functionality that expanded expense management to customer-managed devices.

Added E.164 international phone-number support, enabling global customer deployments.

Worked across frontend, backend, and database layers with cross-functional product and engineering teams.

Technologies: C#, .NET, SQL, HTML, CSS, Dojo, jQuery, Gulp

Quality Assurance Engineer, Datto · Jan 2015 – Sep 2017

Progressed from automation engineer to technical lead on the QA automation team for Datto's SIRIS and ALTO on-premise backup appliances.

Built a full-stack resource-leasing application to coordinate access to physical test devices in the hardware lab, eliminating clashing requests and expanding backup-appliance test access to engineers across the organization.

Led a team of eight automation engineers building end-to-end test suites alongside product development teams, and established automation standards across the quality organization.

Designed scalable automation frameworks that cut maintenance effort while adapting to rapidly changing user interfaces.

Technologies: Python, Django, Selenium, Pytest, Cucumber, OpenStack, Ansible, Vagrant, Sauce Labs

Education

Rochester Institute of Technology, B.S. in Computer Science

Minor: Game Design & Development · Concentration: Modern Japanese Language & Culture

Projects

jtmac.dev is Jason's personal site and an online reflection of his work, writing, and interests. Its Mass Effect-inspired visual system treats aesthetics, usability, and accessibility as complementary goals. Experiments with Fable 5, GPT 5.6 Sol, Impeccable, and Taste shaped the design and development process, while MCP and agent-readable Markdown make the same content available to modern AI tools.

Certifications & Achievements

Certifications: Advanced Certified Scrum Developer · Certified ScrumMaster

Achievements: Nidan (2nd-degree black belt), Kokikai Aikido (2011–present)