Tony Vantur

Staff Software Engineer

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Staff Engineer who turns ambiguity into shipped products. I own problems end-to-end, from architecture to UX, and thrive when early-stage teams need to move fast without breaking things.

EXPERIENCE

Staff Engineer
May 2025 - Jan 2026

Affiniti, New York

When I joined Affiniti, the company had a working credit card product and wanted to add checking accounts. I refactored their existing credit card infrastructure to improve transaction data accuracy, modernized their infrastructure by building out CI/CD workflows with GitHub Actions from scratch, and led the architecture of their new customer dashboard and checking account product. Beyond engineering, I partnered closely with product to shape roadmap priorities and user experience decisions. As the team grew from 4 to 11 developers, I continued owning the most complex workstreams end-to-end.

- Built CI/CD pipelines with GitHub Actions from scratch, reducing deploy time from 20+ minutes to under 5
- Refactored credit card transaction infrastructure, improving data accuracy across the platform
- Led architecture for new checking account product and customer dashboard from technical design through UX
- Integrated Taktile decisioning engine, enabling credit team to manage underwriting rules without engineering deploys
- Partnered with product to shape roadmap priorities and translate business requirements into technical solutions

Engineering Lead
Apr 2023 - May 2025

Kovo, Remote

I joined Kovo as one of two engineers and shipped their second product in 30 days. As the team grew to 8, I became the lead architect shaping every major technical decision. I embedded myself across every department to gain deep financial and product domain knowledge, becoming the go-to person for cross-functional questions. I influenced product roadmap as much as technical architecture, designing systems that let teams ship independently while maintaining data consistency across a complex financial product.

- Architected Turborepo monorepo enabling teams to ship independently without breaking each other or requiring heavy coordination
- Built ETL pipelines from DynamoDB and Postgres into Redshift, powering company-wide analytics
- Led Next.js micro-frontend rollout enabling independent feature deployment
- Designed flexible financial data models that allowed rapid development of new credit products without re-architecting core systems
- Influenced product roadmap by translating customer feedback and technical constraints into feature priorities

Software Engineer
Jan 2022 - Feb 2023

Hank, Remote

Hank brought me in to help scale a struggling product. Within 30 days I shipped a fully functional MVP that enabled rapid user feedback and market validation. The technical work was only part of the job. I embedded with leadership to audit the original business model, pinpointing technical constraints that limited growth and proposing a more scalable product vision.

- Delivered functional MVP in Next.js and Ruby within 30 days of joining
- Refactored legacy Ruby backend into modular service layer, cutting deployment time in half
- Partnered with Product, Support, and Marketing to define roadmap and launch strategy

Software Engineer & Consultant
Apr 2020 - Apr 2023

Self-employed, Remote

I partnered with diverse clients to architect, design, and deliver turnkey web applications from requirements gathering to launch. My biggest win was rebuilding Upgrade.Chat, a Patreon competitor. The rebuild drove a 1,300% leap in revenue and scaled the platform to serve millions of users globally.

- Rebuilt Upgrade.Chat from scratch, driving 1,300% revenue growth and scaling to millions of users
- Developed Mimic.Trade with Go-based trading microservice automating options strategies
- Designed payment orchestration system integrating PayPal and Stripe as sub-processors

Full-Stack Engineer
Aug 2016 - Apr 2020

The Bosco, New York

As the primary full-stack developer on a two-person team, I productized one-off client requests into flexible, reusable systems that let us deliver custom experiences for brands like Google, Nike, Netflix, and Louis Vuitton on tight deadlines. These were high-stakes events where failure meant real financial loss. I built fault-tolerant architecture that handled spotty venue WiFi and maintained 100% uptime across thousands of live events over four years.

- Maintained 100% uptime across thousands of live events over 4 years
- Built fault-tolerant architecture handling intermittent connectivity without data loss
- Developed internal operations dashboard and customer portal used daily by all teams
- Introduced modular architecture that reduced feature development time by 40%

VP of Customer Success & Product Manager
Sep 2014 - Jun 2016

iMedicare, New York

I wore two hats at iMedicare. As Product Manager, I led end-to-end redesign and launch of the company's flagship product. As VP of Customer Success, I built the support organization from scratch: hiring, training, and defining processes. This dual role taught me to see software through the user's eyes, a perspective that still shapes every technical decision I make.

- Led complete redesign of flagship product, accelerating time-to-market
- Built customer success organization from zero, establishing hiring and training processes
- Deployed Talkdesk and Zendesk, reducing average ticket resolution time by 35%
- Automated repetitive workflows with JavaScript and Python, freeing agents for high-value work

EDUCATION

BA, Philosophy | UC Berkeley
2013