

Bryce Osterhaus

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Summary

Software Engineer with 12+ years building large-scale web applications, developer platforms, and frontend systems. Proven impact across the whole stack (100× faster builds, -20% CI cost), global TypeScript and React adoption (300+ engineers), and authored open-source libraries with over 5.7M downloads.

Core Expertise

Frontend Architecture: Designed scalable frontend architectures with shared standards and tooling for performant, maintainable applications at scale.

Code Ownership: Authored a 40+ package component library with 5M+ downloads, leading API design, architecture, documentation, and adoption end-to-end.

Developer Tooling: Created developer tooling (linting, formatting, CI/CD, package distribution) and automation-first systems to increase velocity and reliability.

Open Source Author & Maintainer: ClayUI, Metal.js, Senna.js, AlloyUI, YUI, Liferay SDKs.

Experience

Eleven Labs

Full-stack Developer

Dubai (Remote) | 2026 - Present

- Focused on internal developer experience
- Led multiple zero-downtime framework migrations across a production monorepo
- Replaced Sentry with an in-house logging pipeline handling ~150M error events/month, adding dedupe, sampling, and release attribution to cut noise and vendor cost.
- Cut preview-deploy times by 50% via build pipeline and distribution improvements

Liferay, Inc.

Staff Software Engineer

Dubai (Remote) | 2022 - 2026

- Owned architecture and rollout of a TypeScript based CLI that unified build and CI pipelines across a 200+ project monorepo, cutting build and local deploy times by 100× and reducing CI costs by 20%.
- Established code standards and guidelines across a 300+ engineer organization.
- Developed caching layer, cutting resource transfers by up to 85% per request and boosting Core Web Vitals up to 50%.
- Designed automated pipeline and tooling to reduce bandwidth transfers by 88%.
- Oversaw the npm distribution pipeline and was responsible for 500 public packages.
- Executed platform-wide Node and React upgrades, 25,000 file codebase.

Senior Software Engineer

Los Angeles (Remote) | 2019 - 2021

- Developer Experience IC lead: Responsible for improving developer speed across organization through custom tooling and automation.
- Led adoption of React and TypeScript globally across 250+ applications and 300+ engineers.

- Designed and shipped a React component library spanning 40+ npm packages, owning architecture, APIs, CI/CD, publishing, and documentation; adopted across the org with 5.7M+ total downloads.

Software Engineer

Los Angeles, CA | 2013 - 2018

- Product Engineer Lead: Built a highly interactive social platform using React/Redux and Java REST API; implementing authentication, public and private pages, admin controls, file sharing, and global state management for a seamless single-page experience.
- Product Engineer: Responsible for frontend development for Liferay Analytics Cloud, enabling real-time ML-driven insights with interactive data using Recharts and D3.

Repod

Los Angeles (Remote) | 2020 - 2021

Full Stack Engineer (One year project, while working at Liferay)

- Lead Web Engineer: Built and operated Repod's web platform, extending the mobile app experience to the web.
- Developed scalable APIs with real-time audio streaming, user authentication, search, and more.
- Automated data gathering, processing, and database optimization for global podcast data.

Skills

Languages: TypeScript, JavaScript (Node.js), Java, Golang, Python

Backend: Express/Hono, REST & GraphQL, Authentication, WebSockets, Postgres

Frontend: React, [Next.js](#), SolidJS, TailwindCSS, Jest, Webpack, Esbuild, Vite

Tooling: CLIs & Dev Tools, SDKs, AST parsing, Git, Automated workflows, Codemods, AI Integrations

Cloud Infrastructure: Cloudflare, Vercel, Docker, GCP

Conference Speaking

Liferay DevCon 2025: "The Future is Fast: Smarter Caching for Liferay DXP" 2025

Madrid, Spain

Liferay DevCon 2022: "A Look Behind the Curtain: Frontend Tooling at Liferay" 2022

Dev24: "Micro-Frontends in Liferay DXP" 2020

Liferay DevCon: "Building Interactive Experiences With ClayUI" 2019

Mainz, Germany

Personal Projects

- **Daily Kindle Highlights:** Created an automated daily knowledge-retention system that sends highlights from kindle books daily to subscribers. Built with Go.
- **Personal Budgeting Tool:** Created a way to auto-sync bank transactions and auto-labeled Amazon purchases. Built with Playwright.
- **Night Light & Sound Machine:** ESP32-powered device for custom light/sound routines for kids. Built with C++.

Education

Biola University

Bachelors of Science - Physics

Los Angeles, CA. | Grad 2014