

Bob Obringer

AI Product Engineer

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SUMMARY

I'm an AI product engineer with thirty years of experience building sophisticated web applications. My depth is on the front end, but I work throughout the stack.

I've watched the web evolve firsthand: from the early days, when HTML, CSS and JavaScript were the whole foundation, through TypeScript, Next.js and Tailwind, to the models and agents I build with now.

Staying at the front of that has been the constant. I enjoy building interfaces that blend form and function, and products people actually want to use.

As a startup veteran, I pair a taste for entrepreneurial work with the AI product engineering that now takes up most of my time — building things that push at what is currently possible.

CORE TECHNOLOGIES

AI: Eve, Vercel AI SDK, Claude Agent SDK, assistant-ui, OpenCode, MCP

Daily drivers: Claude Code, ChatGPT Codex, Cursor, Grok Build

Web: Next.js, React, React Server Components, TypeScript, Tailwind

Platform: Postgres, Drizzle, Cloudflare, Vercel, Terraform

Built: Longana, Adaptrex

EXPERIENCE

Neynar

Jul 2025 – Present · Remote

Software Engineer

- Was a primary contributor to Neynar App Studio, an AI product that takes a prompt and returns a deployed Farcaster mini app
- Led the Snap Builder, a coding agent that writes, validates, previews and publishes Farcaster Snaps — built on OpenCode and running on a full Cloudflare stack of Workers, Containers, Durable Objects, R2 and KV
- Led the Clanker World agent, built on Eve and Assistant UI: a reusable core runtime with matching React and React Native toolkits, an authenticated product integration, and durable Postgres-backed sessions that survive a refresh
- Built the agent's SQL tool — a read-only Postgres engine that parses every query into an AST and validates it before execution, under least-privilege roles with verified TLS and bounded results

Sleeper

Jul 2024 – Jul 2025 · Remote

Staff Web Engineer

- Built Sleeper's first web-based team, player, stats and standings pages for the NFL and NBA, and set the foundation to add other sports easily
- Modernized Sleeper's web stack, consolidating several previous efforts and technologies into a single Next.js application
- Built a new Turborepo for all new web code, with global packages shared across web, React Native and other TypeScript projects

Sona

Mar 2023 – Jul 2024 · Remote

Senior Software Engineer / Architect, Head of Engineering

- Migrated the streaming music app from client-rendered pages to the Next.js App Router, using React Server Components and Server Actions
- Built Sona Vibe Search, a music discovery experience that let users find new music in natural language, in both the web app and a Raycast extension
- Built Sona Search, letting users search millions of songs, artists, albums, playlists and users and receive results in milliseconds, in both the web app and the Raycast extension

Nifty's

Jun 2021 – Mar 2023 · Remote

Principal Front End Engineer

- Built new multi-chain abstractions, so that web3 felt like web2 to the engineers working with it
- Architected an application engine that let communities design their own apps by assembling mechanics around NFTs
- Architected a new community-focused section of the site, letting communities and brands build their own experiences for their members and fans

Grubhub

Sep 2019 – Mar 2021 · Hybrid · New York, NY

Staff Software Engineer

- Led early development of the next-generation front end architecture for grubhub.com
- Developed the tooling that migrated grubhub.com from Preact to React
- Articulated the problems with the release process, proposed the fixes, and helped implement the systems that took releases from more than a week apart to daily

Jet.com (Walmart Labs)

Mar 2018 – Sep 2019 · Hybrid · Hoboken, NJ

Senior Software Engineer / Architect

- Led an experimental, performance-focused rearchitecture of the Jet product page, cutting both first paint and time to interactive by almost 90% on the pages that shipped
- Built the client-side integrity controls behind PCI compliance for checkout — capturing the shape of every page during the build so the firewall could verify that the JavaScript going out was exactly what we shipped, across both the static and the dynamic parts of the page, with CSP alongside it
- Tracked down memory leaks and other server-side performance issues as we completed the transition to Next.js

National Hockey League

Oct 2013 – Dec 2017 · Consultant · Hybrid · New York, NY

Senior Software Engineer

- Developed a custom UI framework that provided the foundation for new applications, including components, theming and a universal API
- Developed a mobile roster management application for general managers

Morgan Stanley Wealth Management

Jan 2013 – Oct 2013 · Consultant · Hybrid · New York, NY

Senior Software Engineer

- Developed reporting systems for high-net-worth clients, including components that let advisers sit with a client and work directly through their reports, research and account information on a tablet or laptop
- Modernized and redesigned the project structure for better decoupling of components, better scalability and easier maintenance

National Hockey League

May 2005 – Oct 2012 · Consultant · Hybrid · New York, NY

Senior Software Engineer / Architect

- Built Longana, a framework that generated views and data stores automatically from Lotus Notes views, so the league could put web-based front ends on legacy Lotus Notes applications quickly
- Built Adaptrex, the REST framework and API behind the front end, with filtering, sorting, paging and everything else the data stores required

Globecon

Mar 2002 – Dec 2004 · New York, NY

Senior Software Engineer, System Administrator, Tech Team Lead

- Led a team of four building a financial learning management system
- Responsible for developing every internal application

JPMorgan Chase

Jan 2000 – Dec 2001 · Consultant · New York, NY

Software Engineer

- Designed and developed the web-based intranet for the derivatives group
- Designed and developed the web-based front end for the base metals trading group, working with the middleware and back end development teams

Broadview

Jan 1999 – Dec 1999 · Fort Lee, NJ

Senior Developer, Administrator, Team Lead

- Automated presentation generation for M&A proposals, replacing decks that had been assembled by hand in PowerPoint
- Maintained the applications used to collect and analyze data on thousands of telecommunications, media and internet companies, supporting client advisory work and M&A structuring

Bestfoods

Jan 1998 – Jan 1999 · Englewood Cliffs, NJ

Developer, Administrator

- Developed and maintained every internal web-based application in the company, serving 4,000 users
- Developed a back-office inventory system

Prudential HealthCare

Jun 1991 – Jan 1998 · Roseland, NJ

Systems Analyst, Developer, Health Claims Processor

- Shipped the health insurance industry's first web-based benefits management system in 1997, working with Oracle, Netscape, Sun Microsystems and a team of four analysts
- It let members review their claim history, search for doctors on their plan, add beneficiaries and order ID cards — everything you would expect from a health insurance website, in 1997