

Will Jordan

Founder & staff-level infrastructure engineer · distributed systems,
cloud platforms, reliability

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EXPERIENCE

Kedge kedge.dev

Jan 2026 - Present

Founder

- Founded and built a lightweight, globally distributed cloud platform for static sites, serverless functions, full-stack applications, and databases.
- Designed a hardware-isolated VM runtime with sub-millisecond sandboxes, scale-to-zero autoscaling, public HTTPS/private networking, and a built-in edge CDN.
- Built and open-sourced [Syzy](#), a local-first, multi-writer replication system for SQLite and Postgres with durable object-storage backing and scale-to-zero recovery.

Fly.io

Oct 2021 - Nov 2025

Staff Software Engineer

- Worked on core distributed-systems infrastructure across Fly.io's global compute platform; also created and led the company's early incident-response processes.
- Helped design and implement burstable shared CPUs for Fly Machines, letting latency-sensitive workloads bank unused CPU quota and burst to full utilization while preserving efficient shared tenancy.
- Helped build the Fly Metrics platform: managed Prometheus-compatible metrics storage and the fly-metrics.net Grafana service, including built-in platform metrics and operational dashboards.

Code.org

2014 - 2021

Principal Engineer, Infrastructure/Data · Senior Software Engineer

- Led a 2-4 engineer Infrastructure/Data team, owning technical roadmap and production operations for a large Ruby/Rails learning platform.
- Ran six annual Hour of Code events serving 1B+ sessions; drove capacity planning, database tuning, runbooks, dashboards, and AWS coordination.
- Improved availability from 99.78% in 2014 to 99.999% in 2019-20; maintained AWS cost-per-session efficiency instrumental to a \$10M Amazon donation in 2017.

ZipZapPlay / PopCap / Electronic Arts — Senior Software Engineer; scalable game backends and client systems, including *Baking Life* (1.5M DAU) and *Plants vs. Zombies Adventures*. 2010 - 2012

Javaground — Senior Software Engineer / Software Engineer; technical lead for mobile app-store and cross-platform game tooling spanning J2ME, iPhone, Android, C++/BREW. 2007 - 2010

EDUCATION

University of California, Irvine — Ph.D., Comparative Literature, Critical Theory Emphasis (M.A., 2008) 2005 - 2014
Dissertation: *Ludocapital: The Political Economy of Digital Play*

Yale University — B.S., Literature & Computer Science (double major) 2001 - 2005

TECHNICAL FOCUS

Distributed systems & infrastructure: Linux, SRE/operations, global networking, observability, autoscaling, infrastructure as code, AWS, MySQL/SQLite · **Software:** Go, Ruby/Rails, systems debugging, performance engineering