

Jason Lewis

Senior Engineering Leader • Identity, Security, Growth & Monetization

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SUMMARY

Senior engineering leader with a track record of delivering consumer product and platform outcomes that drive growth, monetization, trust, and security at Netflix and Disney. Led organizations of 25+ engineers across registration, sign-in, authentication, privacy, and other front-door journeys that shaped acquisition, conversion, retention, and revenue. Earlier roles included internal tools and platforms, AI/ML prototypes, streaming systems, and 0->1 connected products. Known for technical depth, scaling teams, developing leaders, and turning complex product and technical shifts into measurable business results.

CORE AREAS

Engineering Leadership • Identity & Authentication • Growth & Monetization • Security & Privacy Engineering • Platform Strategy • Product Engineering • Organizational Design • Cross-functional Leadership • Distributed Systems • Experimentation • Technical Strategy • Machine Learning & AI

EXPERIENCE

Netflix

San Francisco Bay Area

Sr. Engineering Leadership, Account & Security Experiences

Aug 2022 - Feb 2026

- Led engineering for Netflix's "front door" across login, registration, MFA, account management, privacy/consent, customer support, and access protection on TV, web, iOS, Android, and games.
- Scaled the organization from one backend team into a 25+ person group of full-stack teams across client and mid-tier systems, and ramped two new engineering managers.
- Helped lead global password sharing enforcement rollout, creating a multi-billion-dollar annual revenue stream and establishing an industry model later followed by other streaming companies.
- Enabled passwordless login and registration experiments that drove triple-digit-million annual revenue gains.
- Unified fragmented MFA implementations into a shared platform that accelerated new security controls, reduced account takeover risk, and cut suspected unauthorized revenue by 80-90% on high-risk surfaces.

Engineering Leadership, Studio Engineering

Aug 2019 - Aug 2022

- Led engineering for Netflix Studio platforms that improved production planning and operations from script to screen.
- Built a script-intelligence platform that automated Hollywood script ingestion and structured-data extraction for studio workflows and downstream AI research.
- Created the foundational backend and data system behind the studio's most widely used internal application, leveraged across 30+ studio applications and systems.
- Led an 18-month migration using dual writes, validation, and proxy cutovers, avoiding a risky big-bang switch.

The Walt Disney Company

Greater Seattle Area

Sr. Manager Engineering, Content Technology

Nov 2018 - Aug 2019

- Led teams building content automation, creator workflow platforms, and personalized media experiences.
- Developed personalized video experiences, including a SportsCenter prototype, by selectively encoding needed segments and generating custom manifests that blended new assets into the existing origin/CDN path, demonstrating a scalable path to production.

Sr. Manager Engineering, Emerging Tech Solutions

Jun 2015 - Nov 2018

- Led practical AI/ML, personalization, identity-related platform work, and cloud/media prototypes for ESPN, ABC, Parks, Consumer Products, and other Disney businesses, including high-volume cross-property visitor systems.
- Built TensorFlow-based ML prototypes for cross-property unauthenticated visitor matching, then recommended a simpler rules-based architecture after showing similar precision and recall.
- Selected by Disney's CIO and business CTOs for a cross-company innovation leadership program spanning major Disney business units.

Manager Engineering, Playmation

Feb 2013 - Oct 2015

- Led the 0->1 engineering build of Disney's Playmation connected product platform across the device OS, Bluetooth, mobile apps, content systems, and cloud services.
- Grew the team from 3 engineers to roughly 23 while delivering the end-to-end platform on an aggressive schedule.
- Reorganized workstreams and stabilized the architecture in time for October 2015 launch in the U.S. and Canada.

Manager Engineering, Mobile & Connected Devices

Feb 2012 - Jun 2015

- Led engineering across mobile, connected-device, unified identity, and online-video capabilities spanning ESPN, ABC, Disney Online, Parks, and Consumer Products.
- Helped productize and launch Disney's unified OnelD (MyDisney) login experience across businesses in under 8 weeks, building skinnable web UI and Java mid-tier services around OAuth 2.0 patterns.
- Built secure HTML5 live sports streaming for ESPN International ahead of broad market readiness.

Sr. Software Engineer, Video Streaming & Mobile Services

Jan 2008 - Jan 2012

- Led development of online-video and mobile services used across ESPN, ABC, Disney Online, and other business units.

Disney ABC Television Group

Software Engineer in Test (SDET)

Jan 2008 - Jun 2008

- Supported advertising systems for the ABC.com Full Episode Player in a contract SDET role.

BOX Productions Media Agency

Kenya, East Africa

Founder & Managing Director

Jan 2004 - Dec 2007

- Founded and operated a multimedia production agency serving roughly 25-30 clients across NGOs, aviation, travel, conservation, and commercial sectors.
- Owned business development, delivery, hiring, operations, and customer service end to end under real constraints around equipment, power, connectivity, and sourcing.

ADRA Somalia

Somalia / Kenya

Information Systems Manager / Public Relations Officer

2003 - 2004

South Asia-Pacific Division

Philippines

Video Production Centre Manager

2002 - 2003

PATENTS & HONORS

Patents: Method and System for Securing Multimedia Data Streamed Over a Network; Rule-based dynamic server-side video streaming manifest files; System and method for multiple rights based video; Storytelling Environment: Story & Playgroup Creation; Perceptual detail and acutance enhancement for digital images

Honors: Technology Innovation Evangelist (CTO-Appointed); East Africa Wildlife Photographer of the Year

CERTIFICATIONS

Machine Learning (Stanford) - Coursera | Neural Networks and Deep Learning - Coursera

EDUCATION

Pacific Union College

B.S., Digital Media Technology | Minor: Business Administration

A.S., Photography