

Jason Horsley - Full Stack Engineer

Stack & Goals

- **Main Tech:** Laravel, Vue, Tailwind
 - **Secondary Tech:** Livewire, Alpine, InertiaJS, TypeScript, Python.
 - **Ethos:** Tech is temporary. "Maintainable" is great. "Delivered" is better.
 - **Objective:** Full stack, in person, long term.
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Experience

ShelterLuv - Senior Full Stack Engineer (2021 - Present)

- **Environment:** Agile, Remote
 - **Tech:** Laravel, Livewire, Vue3, TypeScript, Tailwind.
 - **Business:** Pet shelter management SAAS, point of sale mobile checkout.
 - **Responsibilities:**
 - Rewrite: Migrated from outsourced Drupal 8 to Livewire+Vue3.
 - Payment: Built and maintained Stripe/Stax payments mobile app and in-person kiosk.
 - MicrochipRegistry: Greenfield. Owned frontend, Inertia + Vue3 with TS, Tailwind. Focus on mobile and accessibility.
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MicroVentures - Software Engineer (2019 - 2021)

- **Environment:** Fintech Startup, Deadline-Driven
 - **Tech:** Laravel, Vue, Bank integrations
 - **Business:** Reg D investment platform for millionaires.
 - **Responsibilities:**
 - MV-Invest: Built Vue2 SPA frontend.
 - MV-API: Developed backend that handled initial investment allocations via custody accounts, and subsequent high-volume liquidity events during pivotal 'Unicorn' transitions.
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Pubbly - Lead Developer (2015 - 2019)

- **Environment:** Panic and Coffee
 - **Business:** Elon Musk charity competition to "teach swahili in rural Uganda with tablets"
 - **Tech:** PHP, Javascript, Livecode.
 - Built desktop app for interactive e-book design.
 - Created custom JavaScript runtime for said e-books.
 - Engineered a licensable storefront for U.S. schools, the post competition pivot.
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CCINY - Software Engineer (2011 - 2015)

- **Environment:** Developer
 - **Business:** Old school publishing house trying anything to break into the digital space.
 - **Tech:** CakePHP, Wordpress, Unity, GameMaker8
 - **Responsibilities:**
 - Maintained Wordpress sites.
 - Built ePub3 compliant test maker.
 - Prototyped educational games in Unity and GameMaker8.
 - Build cake platform to manage cheap outsourced and aspiring "game devs"
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Personal

- **Interests:** Woodworking, complex board games
 - **Languages:** Fluent in Spanish
 - **Life:** Family commitments limiting adventures, but enriching life.
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Contact

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