Jason Horsley - Developer

Summary

I am a full stack web developer in Austin Texas with 11 years experience. I have worked in many different environments, but feel happiest and most powerful with Laravel and Vue in a small and agile team. I communicate well with design, product, or marketing; But I can also handle longer term self directed work.

Experience

ShelterLuv - 2021 to Present

ShelverLuv provides management software to a majority of animal shelters in the United States.

- Rewrite – Porting the management platform, our main product, from Drupal 8 to multiple Vue3 SPAs consuming a laravel API backend without interrupting service.
- AdopterLuv – Payment processing, customer account management, and substantial tracking and analytics work for predictive product recommendations.

Frontend	Backend	Misc
Vue2/3	Laravel	MySQL
LiveWire	Dusk	Docker
AlpineJS	Nova	AWS tools
Tailwind	PhpUnit	Redshift
Bootstrap	Drupal	
Jest		
Cypress		

MicroVentures - 2019 to 2021

MicroVentures is an investment platform focused mainly on RegD and RegCF raises. I worked in a small team of 4 engineers.

- MV API – Laravel backend, acting as a single source of truth for company
- MV Invest – Investor facing vue spa. Presented offers based on eligibility, sold long term investments, gave regular portfolio updates.
- MV Manager – Internal platform for other teams in the office (customer relations, due dilligence, marketing, and investor vetting teams).
- MV Native – Stripped down version of MV invest, ported to VueNative for mobile iOS app

Frontend	Backend	Misc
Vue2	Laravel	MySQL
React	Scala	Docker
Tailwind	Nova	Vue Native
Bulma	PhpUnit	Swift
Bootstrap		Synapse
Cypress		Horizon

Pubbly - 2019 to 2015

Pubbly is an online marketplace for digitized children's books, animated and run in their own custom HTML5 "flash like" engine. I was the only full time developer on the team.

- Pubbly Design Tools - Desktop design tools that allowed non-developers to create custom gamified ebook experiences.
- Pubbly Engine - Custom JS runtime environment to run gamefied ebooks.
- Pubbly Console - CMS focused on translation, localization, and packaging books into andrid deployable structured lesson plans.
- Pubbly Market - An attempted subdomainable storefront licensed to US school districts.

Frontend	Backend	Misc
Javascript	Laravel	MySQL
jQuery	Symphony	Cordova
Webix	Python	AWS
	Livecode	Shell
		Android Studio

CCINY - 2011 to 2015

Curriculum Concepts International is a publishing house, focusing on educational content for children. I was the only full time developer on the team.

- Site admin - Add/maintain anything to their wordpress main page.
- Game developer - Prototype different ideas for educational games.
- Quiz exporter - Prototyped a custom desktop app to design simple quizes and eventually * export to an ePub3 compliant online format.

Frontend	Backend	Misc

Frontend	Backend	Misc
HTML	CakePHP	MySQL
CSS	Wordpress	Construct2
Javascript	Livecode	Unity
jQuery		GameMaker8

Objectives

My goal is complete financial independence within 10 years. To achieve this, I believe I need to stay relevant and powerful in a strong open sourced framework, and happy on any given work day to avoid early burnout.

My ideal job is full stack Laravel+Vue, where the bulk of my time is spent writing or maintaining actual code. Personal

Personal

Outside of software, I enjoy woodworking and playing overly complicated board games. I speak Spanish, and my wife and I have previously enjoyed living abroad in South American.

After the birth of our son in 2020, we both became substantially more boring.

Contact

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