Jason Toups

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Software Engineer, with over 15 years of Software Production experience, including Engineering, Testing & UI/UX Design

Technical Skills

Programming: Javascript · Typescript · Angular · React · React-Redux · React-Hooks · Vue · RxJS · Markdown · Shell · HTML · CSS · Sass · JQuery · Docker

Production: Agile Development/Scrum Master · JIRA · Git · Software Releases · Affinity Designer · Figma · Adobe Creative Suite · Technical Documentation · UI/UX Design · A/B Testing

Work Experience

Bill : Sr. Front End Engineer / Jul 2022 - Dec 2023 / San Jose

Worked with Angular & RxJS on the revenue-generating International Payments Team.

- **Retrofitted** existing Domestic payment flows with International options, to enable users to make International Payments with current exchange rates.
- **Operated** across several teams to enable these features by working with the code owners to develop features and fix bugs.
- **Wrote** package.json scripts to streamline repetitive engineering tasks.
- **Created** training documentation in Markdown, on Confluence to onboard new engineers and standardize processes.

Skills: TypeScript · Angular · RxJS · Technical Documentation · Training · JavaScript

Williams Sonoma Inc : Front End Engineer / April 2021 - June 2022 / San Francisco

Worked on the Micro Front End team, transitioning Production pages from 6 brands, into a unified Vue project.

- **Engineered** styling & architectural updates to Vue components to all 6 supported brands, including; the Product Information pages for the Purchasing Component & Product Flags Component, Shop pages, & Content pages.
- **Solved** Local Environment Stability Issues with a self-directed NodeJS project that automated engineering tasks, including; cloning 11 repos pointing to multiple remotes per brand, running 4-5 server commands, creating multiple feature branches, updating local branches to the latest release code,
- **Managed** & Migrated pull requests from team-specific repos, to Bedrock & Release Management repos, including batch cherry-picked commits from my team to the upstream repos.
- **Mentored** junior engineers on my team with paired programming sessions and sharing my documentation.

Skills: Javascript · Vue · SASS · NodeJS · Shell · Markdown · Adobe Experience Manager

NewlyWords : Front End Engineer / San Francisco / Oct 2020 - April 2021

NewlyWords is a React & Ruby memory book platform where hundreds of users per day can invite their friends & family to collaborate on a commemorative digital or physical book.

- **Engineered** the Memory Book Project Dashboard in React with custom Hooks, where project owners view and edit pages submitted from their contributors, and view information about their book.
- **Built** the Questionnaire as a new memory book content type, providing project owners a place to ask their contributors questions to answer for their collaborative memory book content.
- **Developed** a design guide with classNames and partials, from the product design system, to build stylesheets which implemented reusable classnames and styles.
- **Mentored** a junior ui/ux designer by providing design advice to help him utilize Figma features more robustly, and to think about user experience from our user's perspective, following a contextual flow of page elements.

Skills: Javascript · React · Ruby · Shell · Markdown · Adobe Experience Manager

Hawaii United Okinawa Association : Front End Engineer / San Francisco / Apr 2020 - Oct 2020

HUOA is a philanthropic organization dedicated to cultural exchange between Hawaii & Japan.

- **Refactored** existing static HUOA site to a dynamic React site, using Wordpress on the backend.
- **Built** reuable containers & components that were used across the site.
- **Engineered** custom Hooks to handle State between multiple components.

Skills: JavaScript · React · Hooks · Sass · Technical Documentation · Training

LifeStreet : Sr. Product Designer / San Francisco / Sep 2017 - Oct 2019

Designed mobile marketing materials for the engineering, creative, and marketing teams.

- **Engineered** HTML playable ads in Javascript, with Adobe Animate for clients.
- **Created** Sketch to Zeplin playable ad production workflow, to design mockups and storyboards for ad approval, and CSS for engineers.
- **Upgraded** client assets with self-designed elements, that were approved by advertisers including Disney, Warner Brothers & King, for their Frozen, Harry Potter, and Candy Crush IPs.
- **Implemented** Responsive Design solution that consistently generated lift across all existing playable ads, and became an engineering standard.

Skills: JavaScript · Figma · UI/UX · User Interface Design · Technical Documentation · Training

Chartboost : Product Designer / San Francisco / Feb 2017 - Aug 2017

Produced playable ads, while coordinating the production in JIRA, spanning three global regions, four outsourced development studios, and a team of internal engineers.

- **Designed** UI/UX storyboards for free-to-play playable ads in Sketch, to send to advertisers for approval and engineering to build the ads.
- **Scaled** the production of playables 170% in the first 2 months.
- **Iterated** existing ads with A/B testing, tracked and reported results from Metamarkets data to all stakeholders.

Skills: Sketch App · UI/UX · User Interface Design · Product Development · Technical Documentation · Training

Chartboost : Sr. Quality Engineering Lead / San Francisco / May 2015 - Jan 2016

Tested Chartboost SDKs for iOS, Android & Unity for release.

- **Wrote** automation test scripts in Python, using PyTest and Selenium with the Appium framework.
- **Ran** & Maintained build scripts to create release builds, with Jenkins.
- **Tested** the features going into the SDK, using Charles Proxy testing to inject responses from the server to the SDK.

Skills: Python · PyTest · Selenium · Appium · Team Leadership · Technical Documentation · Training · Quality Assurance

Kixeye : Mobile Quality Engineering Lead / San Francisco / Feb 2013 - Jan 2015

Prepared two mobile free-to-play games for App Store submission, from tentpole Kixeye IP, and contributed several level designs for War Commander Mobile in Unity.

- **Wrote** Javascript mobile automation testing scripts with the Monkeytalk platform.
- **Managed** testing responsibilities for internal and external testing teams.
- **Standardized** Feature Progress Reporting and Feature Progress JIRA dashboards across the Quality team.
- **Reported** testing and game feature progress to Product team and stakeholders.

Skills: Javascript · Monkeytalk · Team Leadership · Technical Documentation · Training · Quality Assurance

> Additional Work Experience Provided Upon Request & Linked In Profile

Education

University of New Orleans / BA Philosophy