Jason Peterson | Software Engineer and Problem Solver Jason APeterson@gmail.com | 310.437.3771

linkedin.com/in/jasonapeterson github.com/MadMilliner

TECHNICAL SKILLS

HTML, CSS, JavaScript, TypeScript, React, Problem Solving, Github, Git / Version Control, APIs, Debugging, Project Management, Communication, Client Relations, Scheduling, Budgeting, Workflow Development, Pipeline Optimization, Quality Assurance, File Delivery, Video Editing, Photoshop, Adobe Premiere, DaVinci Resolve

EXPERIENCE

PETERSON CONSULTING | Software Engineer

Feb 2025 - present

- Built a full-featured to-do list application with persistent local storage, custom tagging, and filtering JavaScript, HTML5, CSS3
- Designed and coded a responsive restaurant webpage template leveraging modern layouts CSS Grid, Flexbox, Responsive Design

HAMMER CREATIVE | Post Production Manager

Jan 2023 - Feb 2025

- Directed cross-disciplinary teams of editors, assistants, and finishing staff to deliver high-quality projects on time Team Leadership, Workflow Coordination
- Engineered and documented adaptive workflows while managing studio and freelance scheduling pipelines Workflow Design, Process Optimization, Resource Management
- Performed and supervised quality control and mastering across broadcast, digital, and social platforms, handling direct client delivery and communication Media Standards, Quality Control, Client Relations

GNET AGENCY | Post Production Manager

July 2021 - Dec 2022

- Oversaw 20+ staff across editorial, finishing, and coordination teams to maintain consistent output and technical accuracy Team Management, Post-Production Operations
- Managed 15–25 simultaneous projects within budgetary and technical constraints, ensuring on-time and on-spec deliveries Project Oversight, Budget Control, Deadline Management

GNET AGENCY | Post Production Coordinator

August 2019 - July 2021

- Rebuilt finishing workflow architecture to improve efficiency, QC, and scalability for high-volume delivery pipelines Workflow Automation, Process Engineering
- Coordinated daily delivery of hundreds of assets in multiple codecs, aspect ratios, and file formats to meet evolving client requests Media Encoding, File Delivery, Quality Assurance

GNET AGENCY | Assistant Video Editor

May 2016 - August 2019

- Edited and optimized short-form video assets for multiple platforms, applying client notes and ensuring brand consistency Adobe Premiere Pro, Video Editing
- Organized large-scale media libraries, tracked missing assets, and sourced/recreated replacements to maintain uninterrupted workflows File Management, Asset Troubleshooting
- Versioned and quality controlled final deliverables across specs, codecs, and formats, ensuring accurate outputs and on-time delivery –
 Media Encoding, Quality Control, Deadline Management

EDUCATION

Video Production | Associates Degree Art Institute of California - Santa Monica, CA 2006 - 2008