

Jack Weiss

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Education

The College of William & Mary
B.S. Computer Science

Williamsburg, VA
2009-2013

Coursework

<i>Algorithms</i>	<i>Software Development</i>	<i>Data Structures</i>
<i>Database Design</i>	<i>Programming Languages</i>	<i>Web Design</i>

Experience

IndieGoGo

Software Engineer

August 2014 - Present

- Lead development and project management on a new in-house A/B testing framework. The system is currently managing numerous active split tests, and corresponding assignments for millions of site visitors.
- Implemented a thorough and cohesive system of Google Analytics and in-house analytics events throughout the site to enable better product and business analysis.
- Engineered "Chat Ops" integration for the developer chat room, including automated notifications for continuous integration, Github notifications and pull request integration, and staging server management.

Lumos Labs

Junior Software Engineer

June 2013 - August 2014

- Designed and implemented the Family Plan invitation manager and weekly family challenge features, leveraging Backbone to create a fast and enjoyable experience for subscribers.
- Designed, developed, and open-sourced the inline validation system used on the sign-up page and across the website (*see github.com/lumoslabs/comply*)
- Managed the payment and user-authentication systems. This included additional support for new international currencies and laws, and redesigning payment system processing to support the Google Play store.

Viget Labs

Ruby on Rails Intern

Summer, 2012

- Developed Ruby applications with Ruby-on-Rails and Sinatra, using front-end tools such as Twitter Bootstrap, and testing tools such as Rspec and Simplecov.
- Learned principles and techniques such as pair-programming, test-driven development, and version control for managing projects.
- Worked with back-end development team on existing projects, tackling problems including data migration, web application routing, and page caching.

Projects & Other Interests

Open-Source Contributions

github.com/jacobaweiss

I have created and contributed to numerous open-source projects. This ranges from Rails libraries like *Comply*, which runs server-side form validations on the client, to chat room scripts like *Hubot-CircleCI-Notify*, which automatically notifies you when the CI builds you watch are finished. Through these projects, I've experienced the learning and fun that goes along with programming, and have given back to the development community on which we all depend.

Humorous Projects

cageme.herokuapp.com

In addition to *utterly serious* open-source development, I have always made a point to learn new skills through humor. To explore the world of web development in Ruby, I built *CageMe*, an image placeholder generator which exclusively uses images of Nicolas Cage's face doctored onto popular pictures. While learning about Bash scripting in school, I wrote *Celeryman*, which, when ran, plays a continuous loop of a dancing Paul Rudd in your terminal. These have been great opportunities to explore new tools while making myself and my friends laugh.