

JASON WINN

Programmer. Mechanical Engineer. Graphic Designer.
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WORK EXPERIENCE

IBM Canada, Mobile Application Developer

Toronto, January 2014 - April 2014

- Built cross-platform mobile iBeacon framework
- Developed iBeacon admin web portal with AngularJS
- Wrote server back-end with Node.js (Express, Request, other common modules)
- Constructed RESTful API, and additionally utilized WebSockets protocol event triggers
- Presented iBeacon demos to Air Canada, Lufthansa & Tim Hortons

Zynga, Software Engineer Intern

Toronto, May 2013 - August 2013

- Created C# bindings to connect Unity through C++ bindings to both iOS & Android native
- Worked with Google's IABv3, Amazon IAP, and other storefronts
- Maintained economy/payment framework and assisted game teams with integration

Zynga, Software Engineer Intern

Toronto, January 2012 - August 2012

- Assisted in developing 'Scramble With Friends' game for Android
- Worked extensively on building a cross-platform mobile economy/payment framework
- Developed C++ bindings to both Objective-C & Java (Using JNI)

JWT Toronto, Flash Developer/Art Director

Toronto, May 2011 - August 2011

- Graphically designed print and online advertising
- Designed and programmed Flash micro-sites and banner ads for Shell, HSBC, Mazda, and more

PERSONAL PROJECTS

Orbits (iOS - In Production)	Egger (iOS)	Gobbla (Flash)	Luggage Loader (Flash)
<ul style="list-style-type: none">• Uses SpriteKit game engine• Wrote custom lightweight physics• Substantial vector manipulation	<ul style="list-style-type: none">• Uses Cocos2D game engine• Wrote custom physics• Published to App Store (Held position in Top 100 Free Apps for one week in 2010)	<ul style="list-style-type: none">• Built in Flash using AS3• Rapid development (3 days)• Published through MindJolt, experienced ~2 months of steady play	<ul style="list-style-type: none">• Built in Flash using AS3• Incorporated FB Graph API• Published to Facebook within a custom-written PHP frame

TECHNICAL SKILLS

- **Mobile Platforms:** iOS, Android
- **Programming Languages:** Objective-C, Java, JavaScript, C#, C++, AS3
- **Controls:** ROS, ROSBridge, PID Control & Stability, PLC (Ladder Approach)
- **Web:** AngularJS, Node.js (and common modules), HTML5, CSS3 (Responsive Design), SASS, WebSockets, RESTful design
- **Software:** Xcode, Eclipse, Flash, Git, SVN, Photoshop, Illustrator, Cinema 4D
- **Game Engines:** SpriteKit, Cocos2D (with Box2D), AndEngine, Unity

Working knowledge of: JNI, PHP, MySQL, UNIX (command-line)

ACTIVITIES

- **Private Pilot**, Toronto City Centre Airport & Buttonville Airport, Toronto, ON, 2010 - present
- **School Newspaper Chief Layout Editor**, North York, ON, 2009 - 2010
- **Volunteer Video Editor**, Unicef Canada, Toronto, ON, 2008