# **JASON WINN**

Programmer. Mechanical Engineer. Graphic Designer. BASc (Mechanical Engineering), University of Waterloo

jason.winn1@gmail.com m. 647-975-0117 www.jasonwinn.ca www.theorangecorner.ca

#### **PASSION**

Crafting products that balance form and function. Minding the details. Working in creative environments.

## **WORK EXPERIENCE**

#### Slack, Senior iOS Engineer

Vancouver, Aug 2016 - present

- · iOS app infrastructure team
- · API design, architecture & implementation of data streaming framework
- · Input component, chat screen rewrite
- · Testable, reusable & concise interfaces
- · UI performance initiatives, learning sessions, consultation for team
- · Interviewing, mentoring

## Joist, Software Engineer

Toronto, Jun 2015 - Jun 2016

- · iOS initiatives from new features to technical debt cleanup
- · Interviewing candidates as well as mentoring interns

#### Airbnb, iOS Software Engineering Intern

San Francisco, Sep 2014 - Dec 2014

- · Time-efficient map pin clustering
- · Messaging component of the iOS app (with UIKit & CoreAnimation optimizations)
- iOS app's layout for the iPhone 6/6+ launch

#### IBM, Mobile Application Development Intern

Toronto, Jan 2014 - Apr 2014

- · iBeacon demo platform
- Presented demos to Air Canada, Lufthansa & Tim Hortons

## Zynga, Software Engineering Intern

Toronto, 2012-2013

- · Assisted in developing 'Scramble With Friends' game for Android
- Key contributor on framework team and assisted game teams with integration
- Developed C++ bindings to both Objective-C & Java (Using JNI)

#### PERSONAL PROJECTS

Orange Corner	'Bolt' Electrical Plug	Autonomous Line Painter	Egger (iOS)
<ul> <li>Greeting card designs</li> <li>Vector-illustrated from the ground, up</li> <li>www.theorangecorner.ca</li> </ul>	<ul> <li>Orientation-independent, magnetic wall plug, with grounding ring</li> <li>Mechanical Engineering team project</li> </ul>	<ul> <li>Robot capable of line painting on roads, grass, etc</li> <li>Uses ROS, IMU-based PI controller, Node-JS, Arduino &amp; custom PCB</li> </ul>	<ul><li>Uses Cocos2D game engine</li><li>Wrote custom physics</li><li>Published to App Store</li></ul>

### **EXTRAS**

- Private Pilot, Boundary Bay Airport, Toronto City Centre Airport, Buttonville Airport, Vancouver & Toronto, 2010 present
- · Interests: hockey, tennis, mechanical tinkering, 'The Simpsons' trivia