

# JASON WINN

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

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## WORK EXPERIENCE

### Airbnb, iOS Software Engineering Intern

San Francisco, September 2014 - December 2014

- Wrote the entire messaging component of the iOS app (with UIKit & CoreAnimation optimization)
- Prototyped time-efficient map pin clustering with Node.js and MapKit
- Refined the iOS app's layout for the iPhone 6/6+ launch

### IBM, Mobile Application Development Intern

Toronto, January 2014 - April 2014

- Developed iBeacon web portal with AngularJS
- Wrote server back-end with Node.js (Express, Request, other common modules)
- Constructed RESTful API, and utilized WebSockets-based events
- Presented iBeacon demos to Air Canada, Lufthansa & Tim Hortons

### Zynga, Software Engineering 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 Engineering 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)

## PERSONAL PROJECTS

Orbits (iOS - In Production)	'Bolt' Electrical Plug	Autonomous Line Painter	Egger (iOS)
<ul style="list-style-type: none"><li>• Uses SpriteKit game engine</li><li>• Wrote custom physics</li><li>• Substantial vector manipulation</li></ul>	<ul style="list-style-type: none"><li>• Orientation-independent, magnetic wall plug, with grounding ring</li><li>• Mechanical Engineering team project</li></ul>	<ul style="list-style-type: none"><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 style="list-style-type: none"><li>• Uses Cocos2D game engine</li><li>• Wrote custom physics</li><li>• Published to App Store</li></ul>

## TECHNICAL SKILLS

- **Mobile Platforms:** iOS, Android
- **Programming Languages:** Objective-C, Java, JavaScript, C#, C++
- **Controls:** ROS, ROSBridge, PID Control & Stability, PLC (Ladder Approach)
- **Web:** AngularJS, Node.js (and common modules), HTML5, CSS3 (Responsive Design), SASS, WebSockets, RESTful API 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)

## EXTRAS

- **Private Pilot,** Toronto City Centre Airport & Buttonville Airport, Toronto, ON, 2010 - present
- **Other Interests:** Hockey, Golf, Tennis, Air Traffic Control, Poker, Home plumbing/electrical, The Simpsons