

Jason Winn

Software Engineering, Graphic Design, Mechanical Engineering
BASc (Mechanical Engineering), University of Waterloo

Vancouver, BC, Canada

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Work

Slack, Vancouver — *Staff Software Engineer, Promoted Twice (2017, 2021)*

AUGUST 2016 - PRESENT

Mobile Design System: Led a team of engineers to build out a design system that powers the mobile UI. Included extensive design & product consultation as well as technical architecting.

Autocomplete & Search: Built efficient offline-capable autocomplete experience. Supported matching in multiple languages, muxing of network results, and a 'fuzzy' finite-state-machine-driven experience.

Data Providers: Designed 'data providers' above the database that provided an asynchronous stream-based API for retrieving client data models. This became the primary infrastructure upon which all features in the app were then built.

Joist, Toronto — *Software Engineer*

JUNE 2015 - JUNE 2016

Built out and maintained the iOS app. Assisted with front-end web work.

Airbnb, San Francisco — *Software Engineering Intern*

SEPTEMBER 2014 - DECEMBER 2014

Worked on the iOS app. Built out the entire Chat screen, fixed bugs, and prototyped map pin clustering.

IBM, Toronto — *Software Engineering Intern*

SEPTEMBER 2014 - DECEMBER 2014

Built front-end web prototype and mobile apps to demo potential iBeacon applications for major clients.

Zynga, Toronto — *Software Engineering Intern*

JANUARY 2012 - AUGUST 2013

Implemented key features in Scramble With Friends™ Android. Worked on a cross-platform mobile economy-management framework for all of Zynga's games which were written in a variety of languages.

Education

University of Waterloo, Waterloo, Canada — *BASc (Mechanical Engineering)*

SEPTEMBER 2010 - APRIL 2015

I studied Mechanical Engineering at the University of Waterloo. *Key technical electives included:* fluid mechanics, energy conversion, finite-element methods, fluid-powered control systems.

Personal Projects

BendixKing KT-76A Transponder — *Homemade Flight Sim USB Peripheral*

A self-designed replica of a vintage BendixKing KT-76A aircraft transponder, for use with Microsoft Flight Simulator. This project involved CAD, manufacturing, electronics and coding.

Games — *Mobile & Web (Flash)*

Egger: An iOS game written on the Cocos2D game engine. Shipped to the App Store in 2010, and was a top-rated free game for a period of time.

Luggage Loader: A Flash-based game of memorization hosted on Facebook.

Gobbla: A Flash-based arcade-style game hosted on Mindjolt.

Greeting Cards — *Hand-drawn cartoons*

I draw greeting cards by hand and in Adobe Illustrator. Some samples can be found under the hobbies section of my personal website: www.jasonwinn.ca.

Programming Skills

Platforms — *iOS, Mac, Android, Web. Ordered by familiarity.*

Languages — *Swift, Objective-C, C, Java, C#, C++, Python. Ordered by familiarity.*

iOS has been my most recent focus. I have intimate knowledge of UIKit, CoreAnimation, CoreGraphics. I've also worked extensively with CoreData / SQLite, and other foundational frameworks.

I have a comprehensive understanding of layout systems on multiple platforms, with an emphasis on iOS, Android, and Web.

Beyond Programming Skills

Flying Aircraft — *Private Pilot licensed in 2012 in Toronto, Canada*

I currently fly out of Boundary Bay Airport (CZBB) in Vancouver, Canada. I have flown a variety of light General Aviation aircraft. I am a cautious and curious pilot, and an avid flight simmer.

Graphic Design — *Adobe Creative Suite*

I began with website and logo design at a young age. I've explored a variety of media, from newspaper layout to online Flash banner ads. I worked for a digital advertising agency for a brief period. Now, I spend my time illustrating greeting cards and prints for my own personal enjoyment.