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)	Egger (iOS)	Gobbla (Flash)	Luggage Loader (Flash)
• Uses SpriteKit game engine • Wrote custom physics • Substantial vector manipulation	• Uses Cocos2D game engine • Wrote custom physics • Published to App Store	• Built in Flash using AS3 • Rapid development (3 days) • Published through MindJolt	• Built in Flash using AS3 • Incorporated FB Graph API • Published to Facebook

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)

ACTIVITIES

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