

# JASON WINN

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

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## PASSION

Crafting beautiful designs. Simplifying user experiences. Combining software and physics. Working in creative environments.

## WORK EXPERIENCE

### Joist, iOS Software Engineer

Toronto, Jun 2015 - present

- Lead and maintained all iOS initiatives from new features to technical debt cleanup
- Assisted with interviewing candidates as well as mentoring interns
- Implemented adaptive UI, paginated/delta-update server requests, custom persistence logic

### Airbnb, iOS Software Engineering Intern

San Francisco, Sep 2014 - Dec 2014

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

### IBM, Mobile Application Development Intern

Toronto, Jan 2014 - Apr 2014

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

### Zynga, Software Engineering Intern

Toronto, May 2013 - Aug 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, Jan 2012 - Aug 2012

- Assisted in developing 'Scramble With Friends' game for Android
- 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>• 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

- **iOS:** Xcode, Swift, Objective-C, Auto-layout, Adaptive UI, UIKit, CoreLocation, AFNetworking, CoreData, SpriteKit, Cocos2D, Box2D
- **Web:** Coda, Atom, HTML, CSS (generally SASS), Moderate JavaScript, Responsive Design, REST API Design, Moderate Node.js
- **Mechanical Engineering:** PID Control & Stability, ROS, ROSBridge, PLC Programming, Kinematics, Kinetics, Vectors, Calculus
- **Graphic Design:** Photoshop, Illustrator, Cinema 4D
- **General:** Git, JIRA, SQLite, Basic shell interactions

## EXTRAS

- **Private Pilot,** Toronto City Centre Airport & Buttonville Airport, Toronto, ON, 2010 - present
- **Other Interests:** Hockey, Golf, Tennis, Poker, Woodworking, Mechanical Tinkering, Simpsons Trivia