

JASON WINN

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

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PASSION

Crafting beautiful designs. Simplifying user experiences. Working in creative environments.

WORK EXPERIENCE

- Slack, iOS Engineer** Vancouver, Aug 2016 - present
- Joist, Software Engineer** Toronto, Jun 2015 - Jun 2016
- 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
- Assisted in developing 'Scramble With Friends' game for Android
 - Developed C++ bindings to both Objective-C & Java (Using JNI)
 - Worked with Google's IABv3, Amazon IAP, and other storefronts
 - Maintained economy/payment framework and assisted game teams with integration

PERSONAL PROJECTS

Orange Corner	'Bolt' Electrical Plug	Autonomous Line Painter	Egger (iOS)
<ul style="list-style-type: none">• Greeting card designs• Vector illustrated from the ground, up• www.theorangecorner.ca	<ul style="list-style-type: none">• Orientation-independent, magnetic wall plug, with grounding ring• Mechanical Engineering team project	<ul style="list-style-type: none">• Robot capable of line painting on roads, grass, etc• Uses ROS, IMU-based PI controller, Node-JS, Arduino & custom PCB	<ul style="list-style-type: none">• Uses Cocos2D game engine• Wrote custom physics• Published to App Store

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