JASON WINN

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

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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)
• Uses SpriteKit game engine • Wrote custom physics • Vector manipulation	• Orientation-independent, magnetic wall plug, with grounding ring • Mechanical Engineering team project	• Robot capable of line painting on roads, grass, etc • Uses ROS, IMU-based PI controller, Node-JS, Arduino & custom PCB	• Uses Cocos2D game engine • Wrote custom physics • Published to App Store

TECHNICAL SKILLS

- **iOS:** Xcode, Swift, Objective-C, Auto-layout, Adaptive UI, UIKit, CoreLocation, SpriteKit, Cocos2D (with 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