

JASON BRILL

Creative Engineer

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EDUCATION

PARSONS SCHOOL OF DESIGN

The New School

New York, NY

08/2020 - Present

MFA in Design and Technology, Graduate Minor in Impact Entrepreneurship

Dean's List Scholarship

Critical Computation, Major Design Studio, Recursive Reality, Intro to Social Entrepreneurship

UNIVERSITY OF MICHIGAN

College of Literature, Science, and the Arts

Ann Arbor, MI

08/2014 - 04/2018

BS in Computer Science, Minor in Art and Design

EECS 495: Web Development, EECS 481: Software Engineering, EECS 281: Data Structures and Algorithms

SKILLS

Tools	Kubernetes, Docker, Linux, Git
Languages	Python, Javascript, Typescript, C, C++, Bash, Swift
Frameworks	Django, Tornado, P5js, Vue, Nuxt, React, Express
Programs	Figma, Sketch, Adobe Creative Cloud, Google Drive

PROFESSIONAL EXPERIENCE

DRUMROSE INC.

CEO and Founder

New York, NY

04/2020 - Present

Designed, developed, and actively maintain a full-stack web application facilitating music preferences, building several microservices consisting of Apple Music's API, NuxtJS, Django, Postgres, Auth0, and Nginx

CLINC INC.

Software Engineer - Infrastructure and Platform Teams

Los Angeles, CA

08/2018 - 04/2020

Lead technical contributor for several large-scale projects, including the implementation of Clinc's conversational AI software into several financial institutions' production environments, managing and deploying several Kubernetes clusters, eventually serving several hundred thousand users

UNIVERSITY OF MICHIGAN

Teaching Assistant - Electrical Engineering and Computer Science

Ann Arbor, MI

01/2018 - 05/2018

Assisted over 100 undergraduate students as an instructional aide under Dr. Walter Lascecki for EECS 493

- User Interface Development, grading and conceptualizing projects and assignments in Human-Centered Design, from front-end libraries to usability research techniques

SOCIAL INNOVATIONS GROUP

Research Assistant and Software Engineer

Ann Arbor, MI

06/2017 - 01/2018

Served as a research assistant for Dr. Tawanna Dillahunt under an interdisciplinary group within the University of Michigan's School of Information, set to design technologies to build social capital in the Detroit-Metro area through crowdsourcing services

LIQUID THOUGHT

Software Engineering Intern

Cape Town, SA

05/2016 - 08/2016

Managed the development of an iOS mobile and tablet application, participating in sprint planning, live demos, and daily scrum activities with agile software teams to meet deliverables including the design, code, documentation, and tests for a fully functional minimum viable product