JASON **LUEBKE**

jjluebke@gmail.com
jjluebke.github.io
(317) 625-4458

EDUCATION

Indiana University,
Indianapolis, IN
Master of Science, Informatics,
Human Computer Interaction,
May 2011

Ball State University,
Muncie, IN
Bachelor of Arts,
Journalism Graphics,
July 2006

SKILLS

DEVELOPMENT
JavaScript, React, React Native,
NodeJS, HTML5/CSS3, Swift,
GraphQL, PHP

UX/UI
User experience testing, user
experience design, user
interviews, prototyping,
wire-framing, raster, vector

EXPERIENCE

Senior to Staff Software Engineer, Outreach
August 2021 to present
- Drove feature development for business sales-forecasting product for reps, managers and admins
- Served as squad lead for team of 6 engineers, mentored junior engineers, participated in interviewing/hiring

**Senior Software Engineer,
Relay (a High Alpha company)**
April 2019 to August 2021
- Created a public mobile app using React Native to allow citizens to interact with community police
- Created a responsive web app using React that police officers used to interact and resolve citizen-raised issues
- Worked closely with creative and engineering to iterate on a new and growing product

Front-end Developer, Green BEAN Delivery
October 2015 to April 2019
- Developed the company's first mobile app using React Native for iOS and Android, supporting more than 5000 weekly active users
- Created a new REST API

UX/UI Developer, Haven
September 2014 to August 2015
- Designed and developed iOS consumer app for a service-based funded startup
- Conducted market research for design/product iteration for an unproven concept

Senior Front-end Engineer, The Able Few
October 2012 to September 2014
- Created a Javascript-only, in-browser rendering engine for use with a socket-based, peer-to-peer screen-sharing application

Senior Software Engineer, ExactTarget
June 2012 to October 2012
- Developed the front end for ExactTarget's new mobile service, AppConnect using Backbone and NodeJS

User Experience Designer, Brandwidth
March 2008 to June 2012
- Incorporated user experience and usability design practices in the development of consumer apps using user-centered observation, user testing, prototyping and evaluation heuristics.