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CONTRIBUTION

[Github](#)

[RubyGems](#)

[StackOverflow](#)

[LinkedIn](#)

Who I am

I have been a programmer for two decades. I have worked with large variety of clients, from large telcos and media companies, to startups, education companies, and small bespoke software specialists. For ten years I ran my own web and software development company.

I possess a deep understanding of technology and the potential value it represents to business. This enables me to deliver technology solutions that meet the real business needs of any organization.

What I'm Seeking

I want to be challenged daily and create elegant **solutions to complex problems**.

I want end-to-end involvement in projects that have clearly defined objectives. I feel productive delivering **high business value**.

I want a company that views its **people as its greatest assets**, and correspondingly only hires the best people.

I want a great **work-life balance**, with balance comes happiness.

How I Keep Busy

Use the links in the sidebar if this is a soft-copy, but here are the full links if printed:

- GitHub <http://github.com/smathy>
- RubyGems <http://rubygems.org/profiles/43806>
- StackOverflow <http://stackoverflow.com/users/152786/smathy>
- LinkedIn <https://www.linkedin.com/in/jason-king-761270282/>

Experience

SEPTEMBER 2021 – DECEMBER 2022

Mudflap (10 employees, discount fuel app)

Lead Software Engineer

Reduced initial app screen load time from ~20 seconds to under 1.5s using h3 indexing to cache fuel stops in location-based hexagons and enable the return of only those fuel stops visible on the map the user was currently viewing.

Fixed broken test suite (over 200 errors/failures) allowing the re-establishment of CI as part of our build/deploy pipeline.

Introduced the Command Pattern and mentored team in reducing use of model/AASM callbacks for complex business processes in favor of command objects. Saw substantial simplification of several key business processes, eliminating a significant error rate.

JUNE 2020 – SEPTEMBER 2021

Frontline Wildfire (12 employees, wildfire protection systems)

Head of Software

Reporting to the CEO, I oversaw software development vendors for firmware, broker and server software for significant 1.5 revision of controller product, architected MQTT based 2.0 revision for 2021. Leant in on various hardware and plumbing issues, revising plumbing riser and layout, and engaging with authorities in various water districts on compliance issues.

Recruiting and managing software engineering team, setting and reporting on OKRs, developing and communicating strategy with rest of leadership team.

NOVEMBER 2018 – MAY 2020

Farmstead (10 employees, grocery delivery)

Lead Software Engineer

Writing features and fixing bugs in the hybrid Rails and React app. Pre-Series A, so very small team and tight budgets. I recruited two other developers during my time there, and delivered a very high number of features and changes for marketing-driven requirements.

DECEMBER 2015 – NOVEMBER 2018

Handle IT (my own company)

Senior Engineering Consultant

Some small web projects for various companies, and then a 12 month contract for Global Foundries (through Worry Free Labs) building an inventory management system in Rails.

DECEMBER 2014 – NOVEMBER 2015

PeerStreet (30 employees, real estate debt marketplace)

Senior Software Engineer

I was the 4th programming hire and so my time with PeerStreet was spent both building out new features in preparation for launch (in November 2015) as well as a lot of clean up and maturing of prototype-quality code.

JUNE 2009 – DECEMBER 2014

International Education Services - t/a "Amco" (500 employees, education, ESL)

VP of Engineering

When I started with Amco there was an in-house development team that had grown without direction, lots of "copy-and-pasters" rather than programmers, there was a culture of walk-ups (by the Founder/CEO), hacking things in situ (in production) with very loose processes.

Reporting to the CIO, I reformed the IT program at Amco, implementing a training and assessment program, replacing those team members who weren't able to demonstrate satisfactory progress, instigating change control, testing, backups, logging, analytics, issue tracking and numerous other processes to bring quality up to an acceptable level.

I leave Amco with a thriving IT group, a culture of innovation, creativity, mentorship and teamwork. Hosting has been migrated to a scalable cloud-based platform, security vulnerabilities have been fixed, error handling and overall code quality massively improved.

JULY 1999 – JUNE 2009

Handle IT (my own company)

Contract Software Developer

I led a small team of mostly remote developers in a bunch of web projects. Initially in Perl, then using Ruby on Rails in later years, and always with JavaScript interspersed. I also provided IT strategy consultation services to a few local companies with Ruby on Rails as my preferred technology.

Also over the years, a number of long term on-site contracts, in reverse order:

A 12 month contract (the second one I did) with Optus, during which I developed an AJAX interface for customer support teams to adjust the Speed Profiles of a customer's ADSL modem by talking to the live SOAP (WSDL) interface on the modem control server.

A 6 month contract for News Digital Media during which I rewrote some very high profile legacy applications that were failing with no notification. The first of these was the data processing app for the live sports scores on foxsports.com.au. I developed a robust Perl app for their digital publishing system that included an extensible framework which allowed me to quickly deliver the next project: a system to process User Generated Content sent via SMS and MMS.

A 12 month contract (the first one) for Optus in the Internal Applications team where I made a number of enhancements to the Perl, mod_perl, Mason based customer support tools. I implemented a new VoIP provisioning system, an on-demand data migration system, and a number of other enhancements.

A 2 year contract with Unwired during their startup phase: from pre-launch to around 20,000 customers. I developed the wireless service qualification tool in mod_perl (for significant cost savings over the commercial services available at the time), the reseller provisioning interface in PHP and XML-RPC, mail interface for single-password in PHP, and restructured the Money Back Guarantee system to implement new billing processes.

A 2 year contract for Telstra working in the business and custom hosting team, we were the development team for the high end web hosting products from Telstra. I rewrote the Perl-based hosting provisioning system cutting the running time from 36 minutes per cycle, to around 25 seconds. I then planned, prepared and implemented the migration of over 60,000 websites from an old NT4/Netscape platform to a clustered Win2000/IIS6 platform with the storage mapped to a NAS back-end.

FEBRUARY 1998 – OCTOBER 2000

Ian Pridham Pty Limited (10 employees, became Alien Technology, IT development services)

Software Engineer

Worked in a large team as one of two head developers on a number of projects in Java, Delphi, Visual Basic and C++. Was the stand-in administrator for UNIX web and mail hosting as well as WindowsNT network and domain.

SEPTEMBER 1995 - FEBRUARY 1998

On Australia (20 employees, became Telstra Bigpond, startup ISP)

Web Developer

Was part of the original development team of 5 developers from pre-launch until 50,000 customers. I built the template-based web-hosting product in ASP, much of the MSSQL online billing system and group billing systems, mail system integration, Radius server integration, system to auto-publish chat transcripts from IRC sessions, and a number of other internal and customer-facing products and systems.

References

Available upon request.