

JASON COLLINS

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Education

Turing School of Software & Design
Front-End Graduate, Cohort 1703

University of Colorado, Denver
Computer Information Systems

Projects

The Bearded Bartender

This project leverages the Absolute ADDb API to provide users with drink recipes, and customized favorite lists.

Tech stack: React, Redux, Router 4 and Node/ExpressJS.

SWAPI-Box

This project uses the Star Wars API to allow users to fully explore the Star Wars universe, including vehicles, planets, and people.

Tech stack: React, and Node/ExpressJS.

Skills

Technologies. The hard skills.

JavaScript, HTML, CSS3, Canvas
React, Redux, Router 4, Node/
ExpressJS, postgres, KNEX, Git

People. The soft skills.

Team leadership, management, agile processes, mentorship, relationship building, product management, pair programming.

Experience

I am a technology veteran of over 20 years, having spent time both as a developer and in management and leadership roles. I love building things with equally passionate individuals in a collaborative environment. You're most likely wondering why I went through Turing? Just ask!

iTriage, VP of Engineering

// Jul 2015 - Feb 2017

Led a team of 40 engineers through an internal merger and multiple strategic shifts, including a migration to React/Redux.

Ello, VP of Engineering

// Jan 2015 - July 2015

Built and led a team of 12 talented engineers to help carry this small early-stage startup forward after a very interesting period of extreme growth.

QuickLeft, Director of Engineering

// May 2014 - Dec 2014

Led the Boulder team through the transition of implementing a standard consulting dev process.

Factory Design Labs, Director of Technology

// Jan 2014 - May 2014

Led the team responsible for working on The North Face, Audi, Oakley and WheelPros clients.

ReadyTalk, VP of Engineering & Innovation Evangelist

// October 2008 - December 2013

Built and led engineering from 8 people to over 70, including building out DevOps and QA. Worked closely with the product and exec team to help develop strategy and vision for the product and engineering.

MNG Interactive, Engineering Manager, Team Lead

// March 2000 - July 2008

Helped architect and build the CMS used to help manage over 90 newspapers across the US. Grew as an engineer and eventually took over management of the team. Led the team through the growth of online newspapers.

