

JACOB SHELTON

SOFTWARE DEVELOPER & ENGINEER

jake.s.shelton@gmail.com
jakesshelton.com
(970) 412-8791
Denver, CO

Back-end developer with 10+ years experience in compliance testing, QA, and enterprise software development

EDUCATION

Program Immersive
Software Engineering
March — June 2019
General Assembly

Bachelor of Science
Electrical Engineering
Sept 2003 — May 2007
Colorado State University

LANGUAGES

- React
- Node
- Express
- MongoDB
- Mongoose
- Javascript
- JQuery
- HTML5
- CSS
- SQL
- Java
- Python
- Ruby
- PHP
- C#
- C++
- VB
- Bash
- Git
- AWS

SOFTWARE SUITES

- Visual Studio
- Sublime
- Atom
- Microsoft SMSS
- MySQL
- Oracle DB
- Chrome Dev
- Slack
- Skype
- GSuite
- Mac
- Linux
- Windows
- Office

CERTIFICATIONS & TRAININGS

Software Testing Certified
ISTQB CTFL — December 2016

Advanced Test Manager Certified
ISTQB CTAL-TM — August 2017

FUN FACTS

- In a bluesy-alt-rock band with my childhood friends called Woodhouse—not to be confused Woodhouse Day Spa, which is also great
- Member of a DUG community garden and discovered a strange ability to grow tomatillos and only tomatillos

DEVELOPER EXPERIENCE

GENERAL ASSEMBLY

- Completed 12-week 450+ hour immersive Software Engineering course in June 2019
- Coded React apps using self-written, Google Maps, OpenWeather, and Spotify APIs
- Created desktop web game based on "Spy Hunter" using JQuery and Canvas
- Built three-model CRUD "Dream Blog" utilizing express-session and bcrypt authentication
- Developed Pokemon battle card game and web "smart watch" skin calculator app

GAMING LABORATORIES INTERNATIONAL

- Co-developed internal software suite in C# to standardize archive processes, capture project attributes in SQL, and provide easy reference dashboard for entire organization
- Re-developed C++ console simulation programs to confirm math models and volatility for gaming software from various suppliers

PROFESSIONAL EXPERIENCE

GAMING LABORATORIES INTERNATIONAL

Project Manager, iGaming | December, 2015 — April, 2019

- Managed diverse team of 16 engineers across Colorado, British Columbia, South Africa, and Australia offices, providing oversight on regulatory testing for major Internet gaming clients at GLI, the leader in gaming compliance testing with ~90% market share.
- Directed relationships with executive level clients from NYX, Stars Group, IWG, OpenBet, DraftKings, FanDuel, and others resulting in over \$1M annually in revenue
- Collaborated with stakeholders to overhaul trusted technical standard for iGaming: GLI-19
- Oversaw completion of 200+ projects for Williams, Bally, and NextGen game content in response to RFP that converted NYX from competitor
- Conducted quarterly performance reviews for staff and customers detailing major successes, areas for improvement, outlining key takeaways and trends from SQL report data
- Supported Colorado Bureau of Investigation and provided expert opinion brief with detailed recommendations concerning suspected illegal gambling software
- Educated gaming commission regulators on existing iGaming and sportsbook regulatory frameworks globally during week-long GLI University Training in Kingstown, Jamaica

Senior Engineer, iGaming | January, 2011 — November, 2015

- Authored hundreds of custom test cases that defined Nevada iGaming certification process and Sportsbook annual audit at GLI
- Led two-week Nevada technical audit on-site in Tel Aviv, Israel for World Series of Poker platform and certified first poker platform to legally operate in the US
- Provided compliance and security consultation services to Rhode Island Lottery evaluating Nation-wide web lobby and related branded minisites

Test Engineer II, iGaming | October, 2008 — December, 2010

- Recruited from casino group to be lead engineer in newly formed iGaming division to test the first remote Live Dealer application against Danish technical standards and requirements
- Volunteered for 3-month assignment in Bologna, Italy to provide expertise on SAS protocol back-office communications for electronic roulette machine

Test Engineer I, Casino | August, 2007 — September, 2008