Jason Winn

Vancouver, BC, Canada

Software Engineering, Mechanical Engineering, Graphic Design
BASc (Mechanical Engineering), University of Waterloo

W: **www.jasonwinn.ca**
E: **jason.winn1@gmail.com**

Work

Slack, Vancouver — *Senior Staff Software Engineer (Promoted in 2017, 2021 & 2024)*

AUGUST 2016 - PRESENT

Mobile Design System: Created and led a 4-engineer team to build out a mobile design system. Included extensive design & product consultation as well as technical guidance.

Mobile Product Infrastructure Team: Created a new team in the Core Infrastructure pillar which tackles Slack-specific engineering challenges in order to enable fast and high-quality feature development.

"Structured Text": Redefined and built out, end-to-end, a system for Slack's mobile clients to compose, transport, manipulate, and render all forms of text.

"Data Providers": Designed and built out the iOS app's entire data layer from database observation up to feature ingestion. This system was built to be highly-levered, stream-based, and with a primary focus on performance.

Joist, Toronto — *Software Engineer*

JUNE 2015 - JUNE 2016

Built the iOS app. Assisted with front-end web work.

Airbnb, San Francisco — *Software Engineering Intern*

SEPTEMBER 2014 - DECEMBER 2014

Built the iOS app chat experience and a map pin clustering prototype.

IBM, Toronto — *Software Engineering Intern*

JANUARY 2014 - APRIL 2014

Built a front-end web and mobile app prototype to demo real-world iBeacon use cases for major clients.

Zynga, Toronto — *Software Engineering Intern*

JANUARY 2012 - AUGUST 2013

Built key features in Scramble With Friends™ Android. Worked on a cross-platform mobile economy-management framework for all of Zynga's games which were written in a variety of languages.

Education

University of Waterloo, Waterloo, Canada — *BASc (Mechanical Engineering)*

SEPTEMBER 2010 - APRIL 2015

I studied Mechanical Engineering at the University of Waterloo. *Key technical electives included*: fluid mechanics, energy conversion, finite-element methods, fluid-powered control systems.

Personal Projects

737 Radio Panel — *Homemade Flight Sim USB Peripheral*

A self-designed replica of a radio panel from the Boeing 737NG center pedestal, for use with Microsoft Flight Simulator. This project involved PCB design, mechanical design, 3D printing, laser cutting, as well as writing software to power the various layers from microcontroller to sim.

KT-76A Transponder— *Homemade Flight Sim USB Peripheral*

A self-designed replica of a vintage BendixKing KT-76A aircraft transponder, for use with Microsoft Flight Simulator.

Programming Skills

Platforms — *iOS, Mac, Android, Web. Ordered by familiarity.*
Languages — *Swift, C, Objective-C, C++, Java, C#, Python. Ordered by familiarity.*

iOS has been my focus during my time at Slack. I have intimate knowledge of UIKit and CoreAnimation. I've also worked extensively with CoreData / SQLite, and other foundational frameworks.

I enjoy working in the UI layer, the data layer, and especially the in-between.

Beyond Programming Skills

General Aviation — *Recreational Pilot licensed in 2012 in Toronto, Canada*

I currently fly out of Boundary Bay Airport (CZBB) in Vancouver, Canada. I have flown a variety of light general aviation aircraft. I am a cautious and curious pilot, and an avid flight simmer.

Graphic Design — *Adobe Creative Suite*

I began with website and logo design at a young age. I've explored a variety of media from newspaper layout to online Flash banner ads. I worked for a digital advertising agency for a brief time. Now, just as a hobby, I enjoy illustrating greeting cards and prints.

Hardware & PCB Design — *Autodesk Fusion 360, KiCad*

I have worked with various parametric modeling software as well as PCB design software for hobby and academic projects. The PCBs I design are for simple low frequency applications such as controlling outputs, observing and smoothing inputs, and data transfer.