

Jason Locke

Senior Full-stack Software Engineer

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SUMMARY

Highly skilled full-stack software engineer with 10 years of experience driving development and system design for fast-paced tech startups. Proven expertise in building scalable systems handling millions of transactions, with a focus on full-cycle development, from architecture to deployment. Adept at rapidly mastering new technologies to meet evolving project demands.

WORK EXPERIENCE

Full-stack Software Engineer

03/2024 - 06/2024

Sabbatical for Self-Directed Project | Las Vegas, NV

- Designing and implementing a base front and back-end system using Remix and Node.js for use in future projects to quickly get up and running.
- Worked with Next.js and Remix to learn the current server rendered trends.

Consultant / Lead Full-stack Software Engineer

11/2022 - 02/2024

Ecruit | Las Vegas, NV (Remote)

- Spearheaded the end to end development of the Ecruit prototype, capable of connecting 1,000s of esports players, colleges and coaches through the platform.
- Designed and implemented a scalable hybrid microservice back-end architecture that allowed for fetching, parsing, storing and aggregating 1,000s of player stats data points from 3 third-party APIs.
- Built and maintained a PostgreSQL database, optimizing query performance to easily handle Ecruits projected needs while maintaining security.
- Collaborated with remote teams, delivering a custom single-page React application using Redux for state management.

Consultant / Lead Front-end Software Engineer

10/2021 - 12/2022

Klip V2 | Las Vegas, NV (Remote)

- Led the front-end development of a real-time user competition esports platform, enabling over 10,000 concurrent users through webSockets using Socket.io.
- Optimized front-end performance through efficient state management using Redux and overall system performance by offloading and storing multiple system datasets in the front-end.
- Coordinated with remote teams to deliver a visually appealing and intuitive UI, to help increase user retention.

Lead Full-stack Software Engineer & Co-Founder

02/2020 - 06/2021

Klip | Las Vegas, NV (Remote)

- Developed a video game content sharing platform using Django and Python that attracted over 1,000 beta users, securing initial funding.
- Designed, documented and deployed a REST API for our mobile application allowing us to save 50% of development costs for our mobile application.

- Developed a Python Celery task queue service that allowed users to upload, edit and customize their game play videos without impacting the usability of the main system.
- Oversaw a remote team of 4 that built the front-end of our Android and IOS mobile applications.

Senior Full-stack Software Engineer & Co-Founder

02/2016 - 02/2020

PlayVIG | Las Vegas, NV

- Solely Architected, developed and deployed a marketplace with web and PC interfaces, facilitating over \$500,000 in user transactions, ensuring secure payment and user interaction.
- Designed a custom customer management system to track 40,000+ transactions and implement fraud detection tools, reducing fraudulent activities to near 0.
- Built a custom ad player using Vanilla JavaScript and Google's IMA SDK that integrated with various ad servers to provide our main source of revenue.
- Developed and maintained a REST API service that handled user tracking, storing and gating of user ad interactions to stop player fraud and to supplement features lacking in traditional ad servers.

Full-stack Software Engineer

12/2014 - 02/2016

Eye Network, Las Vegas, NV

- Developed an ad player SDK using JQuery to be used by 3rd party applications to monetize their free play tournaments.
- Engineered a custom prototype ad server platform capable of handling 50,000+ ad impressions daily, with an admin interface allowing clients to manage campaigns more effectively.

CORE SKILLS

Back-end: Node.js • Express • Python • Django • Django REST Framework • Celery

Front-end: React • Redux • Vue.js • JavaScript • HTML • CSS • Tailwind CSS • Bootstrap

Full-stack: Remix • Next.js • Socket.io

Database: PostgreSQL • MySQL • Redis • SQL

Miscellaneous: Linux • Git • FFmpeg • OpenCV image recognition and Machine learning • Amazon AWS • S3 •

DigitalOcean • Google IMA SDK

Soft Skills: Communication, Teamwork, Thick-skinned, Flexible, Problem-solving

EDUCATION

Kent State University, Kent OH

Computer Science 108 credits towards BSCS