Jason Mauss

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Tech Skills

C# | .NET | JavaScript | TypeScript | Dart | Flutter | MongoDB | SQL Server | MySQL | Node | Angular | React | jQuery

Git | Azure | Cloud Computing | CI/CD | Terraform | Unit Testing | XUnit/NUnit | OOP | Functional Programming

HTML5 | CSS3 | Web Accessibility | Microservices | Distributed Systems | Frontend/UX | Backend | Full-Stack

Tailwind/Bootstrap | SVG | AppStore/Google Play

Experience

Sr. Software Engineer   **Elevate**   *Remote*   **08/2021 - Current**

- Developed the TodayCard (credit card product) website providing account servicing and payment options to appx 75,000 customers.
- Migrated TodayCard Microservices API from on-prem to Azure on Azure App Service, Azure AD B2C for Auth.
- Integrated SaaS products into TodayCard platform including ContentStack, Splunk, Tealium, LogRocket, LaunchDarkly and more.
- Maintained and improved batch processing applications executed within JAMS platform/environment.
- Learned **Flutter** and developed TodayCard app for iOS and Android devices. Used SauceLabs for mobile app testing. Reduced crashing issues with Android app by 99%. Decreased Kryptowire risk score to 5 and Guardsquare security scan results to show no vulnerabilities.
- Collaborated with the AppSec team to implement over 100 critical security fixes and enhancements across mobile apps, web applications, and microservices codebases. Utilized the Snyk platform to ensure comprehensive security integration.

Principal Software Engineer   **Consilio**   *Remote*   **08/2018 - 08/2021**

- Developed new features for Consilio's flagship forensic processing tool "ICE" (Integrated Cracking Engine) which extracts text, audio, and video from hundreds of different file formats. Also helped lead the effort to incorporate Universal Converter as an ICE plug-in.
- Lead the Development of new product named "Universal Converter" - a distributed eDiscovery processing platform that takes forensic data extracts as input from Cellebrite (device images), as well as data extracts from platforms like Slack, Teams, JIRA, Amazon Chime, Oxygen and converts them into legal reviewable message and conversation threads in an iMessage style UI.

Principal Software Engineer   **Advanced Discovery**   *Phoenix, AZ / Remote*   **08/2017 - 08/2018**

- Part of a team that designed and implemented dynamic ETL scripts that were a "one size fits all" solution for customers' Relativity platform environment databases. This helped reduce time consuming and error prone SQL script maintenance and one-off solutions by roughly 90%.
- Took a prototype application for processing forensic images and created a new WPF-based UI and added multi-threaded parallel processing capabilities to reduce processing time by roughly a factor of 12.

Principal Software Engineer   **Altep, Inc**   *Phoenix, AZ / Remote*   **07/2015 - 08/2017**

- Interviewed / Hired / Managed Phoenix software development team, reporting to CTO. Mentored direct reports via code reviews, lunch and learn presentations and pair programming sessions.
- Designed and helped implement a PWA dubbed the "Client Portal" with Angular/Material UI front-end, ASP.NET Microservices API and SQL Server. Implementation of Client Portal platform for Altep customers led to acquiring several lucrative contracts where real-time visibility into project and work item status was critical to project execution and oversight.
- Designed several bespoke data visualization web applications with Relativity project data using libraries like D3JS.

Founder/Developer   **GoldenSlam/RacketBracket**   *Remote*   **11/2011 - 01/2017**

- Developed a fantasy game around the sport of Tennis that included drafts, leagues, rosters, trades, customized scoring, league playoffs, gamification, player profiles, head-to-head comparisons, a news blog, leaderboards, tournament profiles, weekly matchup scoreboards and more.
- Got interviewed/featured in my web hosting company's news blog about building a cloud-hosted fantasy tennis site.
- Wrote a custom web-scraping tool that used a platform that produced a JSON feed from a URL + CSS selector specs to gather match, tournament, player and statistical data.
- Did all of the non-technical work as well - weekly MailChimp email campaigns, social media management, etc.

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Lead Software Engineer   **Baselayer/IO**   *Scottsdale, AZ*   **08/2011 - 07/2015**

• Lead a team of 3 senior engineers developing RunSmart OS - a real-time monitoring system for millions of data points in data center environments. Worked together with a Design/UX team to build a WPF-based "Tony Stark Iron Man" style windows client with flashy graphics and animation that helped sell customers on purchasing $2M data center modules (shipping container sized portable data centers).
• RunSmart OS also powered an augmented reality app that allowed you to virtually walk inside data center modules and view sensor readings (temp, humidity, etc) as certain gear inside the module was being looked at.
• RunSmart Mobile - mobile version of the dashboard application made with HTML5, CSS, JavaScript, jQuery Mobile, and "Script#" (basically TypeScript before TypeScript was invented)
• The same team developed RunSmart Visualizer - an SVG-based data binding design tool for building visualizations from any data source.
• Developed an automated Developer API Tester - I basically reversed engineered the first version of Swagger, generated from a JSON feed based off the C# compiler XML comment output.

Sr Software Engineer / DB Architect   **AAA**   *Glendale, AZ*   **03/2005 - 08/2011**

• Helped design and implement ETL processes (SSIS, SSAS, Informatica) to gather data from nearly 100 different systems on a nightly basis (sales, financial, membership, insurance, etc) and distilled the data into actionable dashboards consumed by executive teams each morning. Estimated costs savings from these reporting insights were estimated to be nearly 20 million annually.
• Developed overtime bidding and allocation web app used by the workforce management team to more efficiently offer and allocate overtime for call center agents. This application completely automated what previously took 20 man hours a week to manage.

Software Engineer   **KnowledgeRelay**   *Remote*   **10/2001 - 03/2005**

• **Enterprise Visualization Suite:** Designed and built first version of web-based PM Data visualization platform which increased software sales and contract revenue by over 2 million annually for a small software business.

Software Engineer   **PayChex**   *Plesanton, CA*   **03/2001 - 10/2001**

Software Engineer   **McLaren Software**   *Plesanton, CA*   **03/2000 - 10/2001**

Developer / Analyst   **Contra Costa County**   *Martinez, CA*   **05/1999 - 03/2000**

Application Developer   **KnowledgeRelay**   *Los Alamitos, CA*   **08/1998 - 05/1999**

Mentorship

• **Hour of Code:** Mentoring elementary school students on getting familiar with computer programming and robotics **(12/2022)**
• **SWE Mentor:** Programming | Data Structures and Algorithms | Career Coaching | Coding Interview Prep | Professional Portfolios