

Jason Crist

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SENIOR SOFTWARE ENGINEER

Software Maker | Team Builder | Process Designer

A skilled builder of things, particularly good at designing and building tools and workflows, building development pipelines for continuous integration and project workflows with great success. Experienced working with lots of technologies from Adobe Flash and Flex through modern JavaScript frameworks. Deeply familiar with WordPress technologies and no stranger to the backend of a website or APIs built with PHP, Node, .Net and Java. Proven leader managing people efficiently and caringly, looking for ways to maximize people's strengths and communicate in all directions clearly and efficiently planning well into the future and breaking complicated problems into small discreet solutions. Areas of expertise include:

Team Management | Project Planning | Web Application Development | Continuous Integration | Test-Driven Development | User Experience | Agile Methodologies | Education Workshops | Public Speaking

TECHNICAL SKILLS

JavaScript/Node | React/Redux | HTML/CSS | Angular | PHP | WordPress | Dev Ex | CI | Docker | AWS | Java | Grunt/Webpack/CI | Flash | Git

PROFESSIONAL EXPERIENCE

Automatic

October 2020 - June 2024

WordPress Engineer

Worked in small teams to contribute important things to WordPress Core and Gutenberg.

- Architected theme-building tools like the Create Block Theme plugin.
- Paved the way by building some of the first WordPress Block Themes like the experimental Block base and contributing to the recent Core Themes.

Tickets.com

January 2009 - August 2020

Frontend Architect, September 2018 - August 2020

Shaped the front-end architecture, development, and deployment pipeline of the Pro Venue and My Pro Venue suite of software.

- Explored and implemented new tools and techniques for increasing the stability and delivery of software as well as UX design and conversion pipeline of users.
- Worked closely with business leaders and design teams to plan and prioritize projects to be implemented by various engineering teams.

Engineering Manager, January 2013 - August 2018

Led a team of designers and engineers in shaping the Ticketing industry by building client-facing responsive ticket purchasing experiences and back-office tools in the Pro Venue and My Pro Venue suite of software.

- Planned and communicated progress, changes and needs with project owners and the team.
- Developed reasonable and attainable schedules and focused on breaking large projects into small, manageable chunks with clear expectations and deliverables.
- Taught junior engineers important engineering skills and senior members important soft skills growing not just the technical prowess of the team but increasing comradery and healthy interdependency.

Sr. Software Engineer, January 2009 - December 2012

Helped to build back-office software solutions in the Pro Venue suite of software. Upgraded and leveraged legacy systems to build unique solutions for users to manage ticket inventory using visual tools.

ADDITIONAL RELEVANT EXPERIENCE

Cynergy Systems

Technical Lead

Worked with clients to design, plan and build bespoke software solutions in many industries from healthcare to sales pipelines. Lead small teams of designers and engineers to implement customers goals tracking and communicating cost and effort.

Terralever

Sr. Interactive Developer

Developed games, interactive advertisements and designed websites for clients. Converted customer goals and desires into sales-enhancing tools.