Jason Morano

SENIOR SOFTWARE DEVELOPER

Profile

With over a decade in the software development industry, I have enjoyed a rich and varied career. I have helped to lead Web3 gaming efforts at GameStop, enhanced development practices at Disney and Hulu, and contributed to the launch of over a dozen games, including two triple-A titles for industry leaders like Bethesda. My guiding principle through all these experiences has been a focus on innovation, measurable outcomes, and creativity.

Employment History

Lead Software Developer, Stealth Startup (Freelance), Remote

MARCH 2023 — SEPTEMBER 2023

Worked in close partnership with the client to design and implement a Minimum Viable Product (MVP) aimed at attracting investor interest. My responsibilities encompassed the full technology stack, from serverless infrastructure to CI/CD pipelines, using technologies like Next.js, React, Langchain, RabbitMQ, Docker, Node, TypeScript, Vercel, NextAuth, Turborepo, GitHub, and Jest.

Lead Developer, GameStop Blockchain, Seattle, WA (Remote)

MAY 2022 — MARCH 2023

As a Full-Stack Developer at GameStop Blockchain, I lead the development of our Web3 gaming initiatives as well as helping to implement features into our NFT marketplace. My role encompassed both front-end and back-end responsibilities, utilizing a diverse tech stack that included; TypeScript, React, Node, Kubernetes, SQS, S3, Turborepo, Java, Unity3D, and Go.

- **Web3 Game Development**
  - Took the lead on Web3 gaming initiatives, driving the full stack implementation of web based games
  - Collaborated with Art and Product teams to develop web-based interactive NFTs, utilizing technologies like Three.js (React three fiber), Unity3D, and TypeScript.
- **Compliance and Moderation**
  - Developed web-based tools for content moderation, working alongside the Moderation and Legal teams.
  - Implemented back-end systems for KYC and OFAC tracking, providing critical compliance solutions.
- **Cross-Departmental Technical Initiatives**
  - Acted as the tech lead on an undisclosed full-stack open-source initiative, coordinating with Business Development, Legal, Security, and external clients.
  - Established a robust build and deployment pipeline, employing technologies such as React, Next.js, Turborepo, Unity3D, Unreal, Three.js, and Tailwind.

Senior Developer, Disney (formerly Hulu), Seattle (Remote)

JANUARY 2019 — MAY 2022

On the DMED core developer experience team, I was instrumental in extending popular streaming services like Disney+, Hulu, Star+, and ESPN+ to large-screen ("10 foot") experiences. I ensured stable releases across 20+ build targets. Supporting hundreds of different devices, ranging from embedded systems to game consoles.

Details

Federal Way, WA

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Links

Portfolio

Linkedin

Skills

TypeScript / Javascript

Node.js

Next.js

React

Three.js

Vercel

Python

Express.js

Game Development

Mobile Development

Unity3D

C#

AR/VR

C/C++

Unreal Engine

DevOps

Linux/Unix

Jenkins

TeamCity

AWS

Kubernetes

Docker

Nginx

Git

Rest APIs

Webpack

Langchain

SEO

- **Cross-Platform Development**
  - Contributed to the Neutron project (C/C++) which is an application framework based on chromium. Designed to allow a single code base for the many platforms we deploy to (Xbox, Playstation, WebOS, etc). This empowered us to use web technologies like ES6, HTML, and CSS in our application front-end.
  - Utilized languages such as Rust and Python to improve the developer experience for the native core team of DMED.
  - Extended development support to diverse operating systems including Windows, Mac, and Ubuntu, thereby promoting platform-agnostic development.
- **CI/CD and Build System Management**
  - Designed and implemented CI/CD pipelines, incorporating technologies like Jenkins, Gitlab, and Jest to ensure efficient and reliable software delivery.
  - Orchestrated the GN build system in a cross-platform environment including Linux, Windows, and Mac, achieving streamlined development processes.
  - Spearheaded VM management and orchestration of build systems, optimizing resource allocation and system performance.
  - Helped build and maintain our web-based artifact manager using Typescript and React.

Senior Developer, Sparkypants Studios, Baltimore

APRIL 2015 — JANUARY 2019

Helped in the development of AAA game titles, built robust continuous integration systems, and managed a diverse technology stack to enhance both front-end and back-end experiences.

- **Game Development**
  - Implemented game logic and user interface elements using C++ via an in-house game engine.
  - Utilized C# for Unity 3D development, collaborating closely with other teams to incorporate features and create tools for artists.
  - Engineered a comprehensive localization system to tailor game content for multiple regions.
  - Managed Ansible playbooks, oversaw cloud server environments, and provided on-call DevOps support.
- **CI/CD and Build System Management**
  - Managed CI/CD pipelines, covering building, testing, and deploying to various environments (Steam, Custom Launcher, iOS, Android)
  - Successfully led the migration from Jenkins to TeamCity for more efficient CI/CD processes.
  - Integrated a wide range of technologies into the build pipeline, including Node.js, GoLang, MySQL, RabbitMQ, Redis, Graylog, and Slack.

Developer, Bully! Entertainment, Baltimore, MD (Remote)

OCTOBER 2012 — APRIL 2015

Focused on delivering high-impact rapid prototypes, optimizing CI/CD pipelines, and creating specialized tooling to facilitate game development and client projects.

- **Game Development and Rapid Prototyping**
  - Delivered swift and effective prototypes for top-tier clients, including Kellogg's, Marvel, DC, the National Guard, and the American Heart Association to name a few
  - Engaged in AR/VR technologies, collaborating closely on prototypes with Magic Leap and Oculus for in-person installations.

- **CI/CD and Build System Management**
    - Implemented a comprehensive CI/CD pipeline within Unity3D, enhancing development efficiency.
    - Responsible for deploying apps across multiple mobile platforms like the Apple Store, Android Market, and Amazon Appstore.
- **Specialized Tooling**
    - Developed custom plugins to extend Unity3D's functionality for iOS and Android.
    - Worked in sync with artists, creating plugins and tools that optimized workflow and met creative needs.

Education

Game Design and Development, Wilmington University

- 4.0 GPA, Delta Epsilon Rho
- Lead developer for GDC entry

Hodgson Vocational Technical High School

- Lead Programmer for FIRST Robotics Competition.