

Jasen Garcia

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Software Engineer — Full-Stack & Mobile Development, Cloud Architecture, Technical Leadership

EXPERIENCE

Rogue Productions LLC — Tinley Park, IL

Lead Software Engineer (2023–Present) & Operations Manager (2018–Present)

- Pitched, architected, and shipped PyroPunch with Flutter/Dart, Python Azure Functions, and Cosmos DB; automated 90%+ of crew scheduling and cut weekly manager data entry from 4 hours to under 25 minutes.
- Developed REST APIs and role-based mobile workflows with input validation, audit logging, secure authentication, and reusable UI components; translated field requirements into API contracts and data models.
- Built geofenced clock-in/out and device fingerprinting with resilient network and state handling; reduced payroll corrections by 80% while addressing location, permissions, and connectivity edge cases.
- Automated builds, unit/widget/integration tests, and quality checks through GitHub Actions CI/CD; supported Azure staging and production deployments, debugging, and ongoing application maintenance.
- Owned requirements, architecture decisions, testing, and rollout in collaboration with managers and field crews; created documentation, trained users, and incorporated operational feedback into product improvements.
- Led crew scheduling, training, event logistics, and on-site problem solving across 8+ years of management; coordinated teams under time-sensitive conditions while maintaining a zero-incident safety record.

SELECTED PROJECTS

PyroPunch – Crew Operations Platform | Dart / Python

2023–Present

In production since July 2025. Connects scheduling, time tracking, notifications, and role-based dashboards. Exploring AI engineering for a proposed crew-support copilot with retrieval-grounded answers and permission-aware access.

Grocery Price Comparer – Full-Stack Web App | TypeScript / Python

Fall 2024

Built React/TypeScript interfaces and Python Flask-RESTX APIs with Firebase Auth, Selenium price collection, and Chart.js analytics; packaged with Docker for deployment to DigitalOcean.

Hell On Earth – Mobile AR & Realtime Systems | C#

Spring 2024

Developed Unity/C# mobile AR features with Firebase Auth, Cloud Firestore, GPS mapping, real-time presence, and asynchronous state synchronization across connected players.

TECHNICAL SKILLS

Languages: Python, Dart, TypeScript, JavaScript, Java, C++, C#, SQL

Applications & APIs: Flutter, React, Flask-RESTX, REST APIs, responsive UI, state management, object-oriented design

Cloud & Data: Azure Functions, Cosmos DB, Blob Storage, AWS Lambda / SES, Firebase, Cloud Firestore

Quality & Delivery: GitHub Actions, CI/CD, unit/integration testing, Git, Docker, Linux, code reviews, Agile Scrum/Kanban

Engineering & AI: System design, data modeling, RBAC, debugging, AI Engineering & development; exploring RAG applications

Collaboration: Requirements gathering, stakeholder communication, project management, team training; English / Spanish

EDUCATION

University of Illinois Chicago

Graduation: Dec 2024

Bachelor of Science in Computer Science, Software Engineering Concentration

GPA: 3.80/4.00