



Jason Wollering

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SOFTWARE ENGINEERING MANAGER

Engineering leader with 7+ years managing and leading modern SaaS delivery teams and 15+ years in full-stack software engineering. Proven track record delivering enterprise platform modernization, improving engineering throughput, and driving operational reliability at scale. Experienced in Azure cloud architecture, trunk-based delivery, AI-assisted development workflows, and cross-functional leadership across Product, UX, QA, and business stakeholders.

CORE COMPETENCIES

Leadership & Delivery: Engineering Management, Agile Delivery, Recruitment, Hiring & Coaching, Sprint Execution, Throughput Optimization, Cross-Functional Leadership, Platform Modernization

Architecture & Development: .NET 8, ReactJS, TypeScript, Node.js, REST APIs, Microservices, Full-Stack Development

Cloud & DevOps: Azure, GitHub, Trunk-Based Development, CI/CD Pipelines, Feature Flags, Azure DevOps

Security & Quality: SonarCloud, Rapid7 AppSec, Black Duck, Observability, Application Insights

Data & Platforms: MSSQL, MySQL, JSON APIs, Kentico, WordPress, Sitecore

AI-Enabled Engineering: GitHub Copilot Tech Stack Integration with MS VS/VSCode, Code Reviews, Solutioning, Agentic AI Workflows, Claude Code

Product & Analytics: GA4, GTM, Pendo, FullStory, Swagger, Postman, SendGrid, Mailtrap

PROFESSIONAL EXPERIENCE

Software Engineering Manager

Crisis Prevention Institute (Certified Training, E-Commerce) (2019 - Present)

Software Engineering Manager (2023 - Present)

Senior Software Engineer, Team Lead (2019 - 2023)

Lead 7-engineer SaaS platform team and directed 6 additional augmented engineers during enterprise platform modernization delivering an LMS and certification ecosystem.

- Led 3-year greenfield rebuild of Integrated Training & Learning Platform using .NET 8 microservices and React/TypeScript on Azure, modernizing legacy systems into a scalable SaaS architecture.
- Implemented GitHub trunk-based development, automated CI/CD pipelines, feature flagging, and SonarCloud scanning to improve release consistency and deployment safety.
- Increased engineering throughput efficiency 16% (2024–2025) while achieving ~80% sprint completion predictability through improved Agile execution practices.
- Reduced operational risk and unplanned work 30% through observability improvements, backlog discipline, and engineering standards.
- Championed AI-assisted engineering workflows including GitHub Copilot reviews, AI solutioning, and GitHub AI Agents to accelerate development velocity.
- Delivered 100% platform reliability during record usage (Aug 2025) with minimal DTU increase and zero major incidents.
- Partnered with Product, UX, QA, and stakeholders to drive customer-focused enhancements, contributing to 15% NPS improvement.

- Owned recruiting and hiring strategy for engineering; mentor senior and technical leads and participated in internal leadership coaching programs and formal leadership training (FOCUS Accelerate & Elevate).

Prior Responsibilities — Senior Software Engineer, Team Lead

- Led full-stack engineering for public marketing, e-commerce, and My Account platforms built on Kentico CMS prior to platform re-architecture.
- Coordinated cross-functional delivery and introduced engineering best practices and technical ownership.

Senior Software Engineer – Front-End

Laughlin Constable (Advertising Agency) (2012 - 2019)

Senior Software Engineer (2018 - 2019)

Software Engineer II (2012 - 2018)

- Delivered enterprise marketing and web platforms across Kentico, Sitecore, WordPress, ReactJS, and ASP.NET MVC environments.
- Managed multi-client development lifecycles including estimation, architecture planning, and technical delivery.
- Developed responsive web experiences, HTML5 campaign assets, and scalable client platforms for brands including Generac, MS Society, Hoosier Lottery, Travel Wisconsin, and MillerCoors.
- Led adoption of modern front-end practices and emerging web technology standards.

Front-End Engineer, Development Lead

Noise Inc. (Advertising Agency) (2009 - 2012)

- Led development and design delivery for regional and national tourism and healthcare clients.
- Supported technical strategy during RFP processes and new business initiatives.
- Delivered large-scale campaign and interactive web solutions for Visit Milwaukee and Door County Visitor Bureau.

Lead Interactive Designer/Developer

Video Wisconsin (Digital Media) (2007 - 2009)

- Developed and designed web solutions for regional clients across marketing and digital media platforms.
- Led front-end development initiatives for small- to mid-scale web projects.

EDUCATION

B.S. Management Information Systems — Milwaukee School of Engineering

Minor: Communication Design & Digital Design — Milwaukee Institute of Art & Design (MSOE Partnership)