

Jason Robitaille

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SUMMARY

Staff software engineer with 11 years at LG across five products, from the Enact React framework for webOS and its official CLI to LG.com's 3D e-commerce experience. Takes full-stack web apps from prototype through to production, and builds the tooling other developers ship on.

SKILLS

Languages:	TypeScript, JavaScript, Node.js, HTML and CSS, Python
Frontend:	React, MUI, TanStack Query, Storybook, Gatsby, Three.js
Backend and data:	NestJS, Prisma, Sequelize, REST API design, Koa
Build and tooling:	Vite, webpack, Babel, Jest, ESLint, Yocto
CI and cloud:	Jenkins, GitLab CI, AWS Amplify, Puppeteer

EXPERIENCE

LG Electronics (Zenith Electronics, LLC), Emerging Tech Lab Santa Clara, CA

Staff Software Engineer Feb 2020 to Sept 2026

RetailVerse Web and Configurator | *3D e-commerce product experience on LG.com*

- Architected and authored the 3D product viewer, an embeddable React plugin for Google model-viewer with iframe distribution, launched on LG.com in Sept 2025 with 40 appliances.
- Prototyped RetailVerse Web solo in under 3 weeks for KBIS 2025.
- Built out the Configurator web app and its interactive 3D editor, co-designing the data models and REST APIs, so marketers could author hotspots, cameras and animations for web and kiosks.
- Held review authority across the team's 15 web projects, merging hundreds of teammates' submissions, and mentored a teammate new to React through paired sessions.
- Partnered with the department's UX designer from Figma to sprint demos, breaking designs into engineering tasks and pushing back on technical limits.
- Built an internal LLM proof of concept on the Anthropic API for marketing-content generation and a web tool that validates its spreadsheet output, for a 2026 automation investigation.

3D asset platform | *Full-stack overhaul of LG's internal 3D model catalogue and pipeline*

- Engineered the platform's diagnostic 3D model viewer using Three.js and React Three Fiber, released as a standalone library the graphics engineers used to validate pipeline output.
- Replaced the in-house 3D viewer with Google model-viewer after weighing maintenance cost against an emerging standard, and helped unify glb output across client types.
- Rebuilt the platform's web app on React and TypeScript piece by piece over two product generations as its sole frontend engineer, and contributed to its NestJS APIs and backend services.
- Automated 3D metadata and preview capture with a headless-Chrome service created and solely maintained for 3 years, invoked through Tekton tasks in the asset pipeline.

SVL Simulator | *Cloud platform for LG's open-source driving simulator, 2.4k GitHub stars*

- Drove full-stack asset and simulation sharing in the 2021.1 release.
- Implemented API token authentication, from hashed scoped tokens to the account settings UI.

Senior Software Engineer

Jan 2017 to Feb 2020

Enact framework | *Open-source React framework for webOS, shipped on millions of LG TVs*

- Created @enact/cli, Enact's official SDK tool for app developers, and owned its templates and webpack, Babel and Jest builds, still in production a decade later.
- Built and operated the Enact release path into webOS's OpenEmbedded build system, cutting every major release across nine public repos and six product lines.
- Sped up webOS app startup by prerendering apps to HTML at build time and capturing V8 heap snapshots, so TV apps reached first paint without parsing.
- Automated nightly builds, releases, docs and performance test runs on Jenkins, posting results to Slack.

Software Engineer

June 2015 to Jan 2017

Enyo framework | *Earlier webOS JavaScript framework and Enact's predecessor*

- Shipped final Enyo releases across eleven public repos through 2016 and retired enyo-dev.
- Designed the recipes and app bbclass for modular Enyo 2.6 on Yocto, so developers declared a source and version and got device-ready packages.

OPEN SOURCE

- Enact (github.com/enactjs). Cut every framework release until 2020.
- Enyo (github.com/enyojs), Enact's predecessor. Cut its final releases and wrote enyo-ext (github.com/JayCanuck/enyo-ext), a personal extensions library for it.
- SVL Gatsby site (github.com/lgsvl/svlsimulator.com), primary author.
- webOS homebrew (github.com/JayCanuck). WebOS Quick Install and its java-weboslib device library.

EARLIER EXPERIENCE

Experis IT, Software Engineer (contract at LG)

May 2013 to April 2015

- Wrote webOS.js, a library for partner apps outside Enyo that LG's webOSTV.js SDK still documents as compatible, and published generator-enyo, a Yeoman generator.

Canuck Coding, Founder, Winnipeg

Dec 2009 to May 2013

- Released WebOS Quick Install, a desktop webOS homebrew installer built on a reverse-engineered Java implementation of Palm's novacom protocol, and 18 apps including Internalz.

EDUCATION

B.Sc. Computer Science, University of Manitoba, 2014