

# Jake Trefethen

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## ENTRY-LEVEL TECHNICAL CREATIVE

Recent computer science graduate with real world experience in web, mobile and game development, design, and project management. Significant experience in digital marketing and business strategy. Self-driven and passionate about making high-quality digital experiences. Seeking an opportunity to leverage and hone technical and design skills in an entry-level position.

**SKILLS/LANGUAGES:** C# • Java • HTML/CSS/JS • SASS • React • PHP • NodeJS • Swift • Ethereum • Unix  
**TOOLS:** Unity • Git • Blender • Illustrator • Photoshop • Sketch • Audacity • XCode • Shopify • AWS

## EDUCATION AND HONORS

2014-2016 | UC Santa Barbara, 2016-2018 | Portland State University, BS in Computer Science: Cum Laude, GPA 3.76  
**Led senior capstone project team of 7 in building a cryptocurrency pilot for Nike**  
Notable 400-level Electives : Artificial Intelligence, Human Computer Interfaces (UX)

## PROFESSIONAL EXPERIENCE

### **ADDICTIVE SUBSTANCE • Portland, OR (2017-2018) • Developer / Designer**

- Hired onto Addictive Substance team to lead the rapid development of hyper-casual mobile games under contract with Voodoo as the publisher.
- Shipped games in rapid < 2 week succession under scrutinous design and KPI standards from Voodoo.
- **Achieved over 65% day 1 and 22% day 7 retention at a sub \$1 CPI on a hypercasual title.**

### **LIL SUMN GAMES • Portland, OR (2016-2018) • Developer / Co-Founder**

- Founded game studio and **developed an MMO on SpatialOS**. Responsible for the bulk of the programming, art direction, and game design. **Featured by SpatialOS's booth at GDC 2018.**
- Designed and implemented all major gameplay systems, procedural world generation, NPC AI, shaders, and UI.
- **Built and led team of 4 developers and artists** in the development of the title.

### **CONTRAVENT / FORGEDX • Salt Lake City, UT (2016-2017) • Business Analyst Intern**

- ForgeDX had an MSA with Verizon to consult on digital experience and marketing strategy with numerous fortune 500 companies. I was hired onto the team after working for a few months with their parent agency, Contravent.
- I personally **worked on market research and digital strategy for Walgreens, Chick-Fil-A, and Target**
- Developed innovative uses of emerging technology for Verizon clients as well as adoption forecasts within various industries

### **KATERRA • Seattle, WA (2016) • Graphic Design Intern**

- Worked with design team to build out a new corporate website.
- Interfaced with executives of a 200+ employee startup to meet design and content concerns.
- **Acted as a liaison between design and development teams** to translate concerns and desires.

### **COCOON MOBILE • Laguna Beach, CA (2016-2017) • UX Designer / Co Founder**

- Co Founded Cocoon, a trust-based smart carpooling app for the afterschool market.
- **Took project from concept to full UX wireframe storyboards.**
- After designing the product, built out a functional prototype on iOS which served to help raise angel-round funding

**PARSE CAPITAL • Laguna Beach, CA (2013-2014) • Financial Analyst Intern**

- Parse offered gap financing to many class A apartment development projects.
- I worked underwriting real estate development and gap financing. This entailed gathering metrics on potential developments and analyzing potential ROI and feasibility on the projects.

**INTEGER STUDIOS • Portland, OR (2011-2018) • Freelance Developer / Designer**

- Founded and grew web development studio throughout high school and college. Worked with a variety of corporate clients building consumer facing sites, web apps, and REST APIs.
- **Built over 15 corporate and e-commerce websites, 4 web apps, and 2 native iOS apps**