



# Jason Jahnke

Designer / Developer / UX / UI

## PERSONAL SUMMARY

I'm into giant ideas with a measureable impact. My life long goal has been to create resounding digital experiences. I use modern web technologies to accomplish this, creating experiences that transcend cultural boundaries and that place the user at the center. In my spare time I bicycle, hike, write sci-fi short stories, and play chess. So if you are interested in the future of digital interaction through connected services or if you have an opinion as to what the greatest queen sacrifice in chess history was, we should talk.

## EXPERIENCE

**UX UI Designer and Developer** 06/2017 to present  
*NYTO nyto.io*

Through wireframing, prototyping, and asset delivery, I led a small team designing a new digital eyewear buying experience: 360 degree views of products, multi-channel appointment system, and responsive web apps. I'm also overseeing development of a parametric design system for on demand 3D printed glasses and the interface design for it.

**Visual Designer** 03/2017 - 08/2017  
*SCPS Unlimited scpsunlimited.com*

Worked with industry leading companies (including Lexus and Samsung) to design and engineer objects for commercial projects in a fast paced environment collaborating with fabricators, programmers and artisans. Realizing large scale visual projects for clients.

**Web Designer (eCommerce)** 01/2014 - 03/2017  
*Four Eyed Society foureyedsociety.com*

Created deliverables for eCommerce site and iPad app. Sought to modernize eyewear sales by connecting stylists, opticians, and customers in a refined online experience. Did custom CSS for styling of consumer facing site. Prototyping and UX Research.

**Industrial Product Designer** 06/2012 - 03/2017  
*Sires Eyewear sireseyewear.com*

Designed new eyewear lines, store displays, convention spaces, and store concepts. I also prototyped eyewear using SLS 3D printing and prepared schematics for production. My contributions played a large role in bringing clarity to this brand during its first years.

**Animation Director** 02/2012 - 05/2012  
*Karmetik Machine Orchestra karmetik.com*

Samsara was a multimedia theater production for which I directed the visual appearance and created 55 minutes of animation. It premiered at REDCAT in 2012. The animation was controlled in realtime through a script programmed with Isadora.

**Pre-Visual Animator** 06/2011 - 08/2011  
*Thomas Demand Residence at Getty Institute getty.edu*

I assisted in the production of Thomas Demand's Pacific Sun during his residency at the Getty Institute.

## SKILLS

3D	UX / UI
Rhino, SolidWorks, Maya, KeyShot, Vray	Adobe Creative Suite, Sketch
Front End	Axure, Framer, InVision
HTML/CSS/React.js/Vanilla JS	Wire Framing
Engineering	Technical Writing
Robotics & Actuators, Arduino Programming, Basic Electronics, Basic Mechanical Engineering	Patent Drafting, UX Research, UX Documentation
3D Printer Operation (Eden 350V), CNC/CAM, Waterjet & Laser	Narrative
	Screenwriting, Story Development

## EDUCATION

Master of Fine Arts <i>California Institute of the Arts</i>	
Interaction Design	2012 - 2014
Bachelor of Fine Arts <i>California Institute of the Arts</i>	
Computer Animation	2008 - 2011
Associate of Arts <i>Columbia Basin College</i>	2006 - 2008

## AWARDS

Red Dot Design Concept Award	2006
The Stephen Hillenburg United Plankton Scholarship	2010

## PUBLICATIONS

Contributor, <i>SAMSARA: A Digital Medium for Theatrical Storytelling Using Animation, Robots and Immersive Technology</i>	
International Symposium on Electronic Art	2014

## PATENTS

U.S. Patent #D736,445 – "Lamp, particularly for a desk or table"	2015
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## REFERENCES\*

\*Professional references available on request