



Jason Jahnke

Designer / Developer / UX / IxD

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 short sci-fi stories, and play chess. So if you are interested in the future of human interaction through connected services or if you have an opinion as to what the greatest queen sacrifice was, we should talk.

EXPERIENCE

Senior UX Designer and Developer

Sires Eyewear July 2017 - present
Define and implement a new digital eyewear buying experience.

Visual Designer

SCPS Unlimited March 2017 - August 2017
Here I worked with industry leading companies, including Lexus and Samsung, designing and engineering objects that meet their needs. This work demands a fast pace and high precision along with the ability to interface with fabricators, engineers, programmers and artisans.

UX Designer & WordPress Developer for eCommerce

Four Eyes Society January 2014 - March 2017
As an offshoot of Sires Crown Eyewear, we sought to modernize eyewear sales by connecting stylists, opticians, and customers in a highly refined online experience. I also crafted a small but formidable IP portfolio centered around Sires' and Four Eyed Society's innovations.

Industrial Product Designer

Sires Eyewear June 2012 - March 2017
Here I designed new eyewear models, store displays, convention spaces, and store concepts. I also prototyped eyewear using SLS 3D printing and prepared schematics for production. My work was instrumental in bringing clarity to this brand during its formative years.

Animation Director

KarmetiK Machine Orchestra Feb 2012 - Apr 2012
Samsara was a multimedia theater production for which I developed the thematic appearance of and created 55 minutes of animation. It premiered at REDCAT in 2012. Blending ancient and modern, I developed a visual style that combined primitive drawings with elements of TRON.

Pre-visual Animator

Thomas Demand at Getty Institute June 2011 - August 2011
Here I assisted in the production of Thomas Demand's *Pacific Sun* during his residency at the Getty Museum.

SKILLS

3D	Visual
Rhino, SolidWorks, Maya KeyShot, Vray	After Effects Sketch/Illustrator
Web	Photoshop
HTML5/CSS3/JavaScript/React.js	Principal Balsamiq
Engineering	Technical Writing
Robotics & Actuators Arduino Programming Basic Electronics Basic Mechanical Engineering	Patent Drafting Research Documents UX Storyboarding
3D Printer Operation (Eden 350V) CNC/CAM, Waterjet, Laser	Narrative Screenwriting Story Development

EDUCATION

Master of Fine Arts 2012 - 2014
Interaction Design

California Institute of the Arts

Bachelor of Fine Arts 2008 - 2011
3D Animation

California Institute of the Arts

Associate of Arts 2006 - 2008

Columbia Basin College

AWARDS

red dot Design Concept Award 2006
United Plankton Scholarship 2010

PUBLICATIONS

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

PATENTS

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

REFERENCES

Available on request