

Jared Updike

I build beautiful tools and design-informed products with my decades of development experience and passion for graphic design and visual arts.

EDUCATION

2005 **California Institute of Technology**
Bachelor of Science, Computer Science.

GRAPHICS COMPILERS PROGRAMMING-LANGUAGES

EXPERIENCE

2018 – Current iOS & Mac App Stores SWIFT MACOS IOS UI UX CSS HANDLEBARS TSVG NODE.JS JAVASCRIPT LIVESCRIPT TYPESCRIPT

Independent iOS App Developer

Published three for-pay Apps on the App Store.

- **Harmonious**, a music theory reference that also lives on the web in its entirety. Built using Read-Only Website Baked-Out Ahead of Time (ROWBOAT, my CMS) that runs on Node.js or offline on iOS via JSContext.
- **BPM: Percussion Metronome**, a metronome and drum looper with dozens of built-in beats for practicing an instrument. Wrote all beats in a text editor, which BPM parses into looping MIDI.
- **WetPaint: Finger Painting**, a drawing and painting App simple enough to use with your toddler.

2013 – Current TheBrain Technologies C# XAMARIN SKIASHARP MACOS IOS UI UX EMBER.JS JAVASCRIPT CSS GIT JIRA

Senior Software Engineer

- Built main UI control for **TheBrain 9 – 12** from scratch in a cross platform manner—Mac, Windows, iOS, Android.
- Thin, custom, native graphics wrappers for each platform with shared core C# animation/interaction code. Implicitly-animated control allows visualization and touch- and mouse-based navigation of massive data sets.
- Porting of SkiaSharp notes editor (custom, native, from-scratch text editor) to behave well on iOS and Android.
- Endless UI/UX polish, bug-fixing, tweaking and iteration to respond to feedback and delight our users.
- Ember.js code overhaul and web client redesign, inspired by desktop product but with its own design language.

2012 – 2013 DreamWorks Animation SKG PYTHON PYQT GUI

Software Engineer

Worked on GUI tools for artists and animators to hand off work between departments in the production pipeline. GUI improvements for various Python/PyQT tools.

2010 – 2012 Oblong Industries, Inc. / oblong.com C++ GUI OPENGL LINUX COCOA OBJECTIVE-C WIN32 NETWORKING VIDEO GIT

Software Engineer

Developed software to allow g-speak users (for a next-gen UI platform for gestural real-space computing) to “reach through” and use Windows and Mac applications. Designed, built, documented and polished simple-to-use multi-threaded, multi-process Mac and Windows UI. Integrated it into **Mezzanine**, Oblong’s conference room product.

2005 – 2010 Doheny Eye Institute / USC Keck School of Medicine C# WINFORMS GUI C++ GRAPHICS IMAGE-PROCESSING HTML JAVASCRIPT

Research Engineer / Programmer

Built end-user applications used by algorithm researchers, clinicians and clinical trials for quantitative diagnosis of retinal images.

Summer 2005 Pixar Animation Studios PERL PYTHON CSH LINUX

Technical Director Intern

Maintained and extended automated character model profiling system for **Ratatouille's** Global Technology Team (pre-production), as well as other profiling and test systems.

Summers 1999 Cinematix Studios C++ DIRECTX 3-D
1998 & 1996 **Game Programmer**

Added special effects and animations to computer games *Total Mayhem* and *Revenant*.