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Résumé

JAKE SAWYER
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FOR YOUR CONSIDERATION

Jake Sawyer Designs and Codes Apps, Games, Websites, and More!

Howdy! Nothing gets me more excited than working together with brilliant people to create next-generation experiences via apps and games. I love building prototypes to explore concepts and new technology — virtual and augmented reality are particularly exciting, as well as iPad applications that use the Pencil.

Keeping up to date with technology and design patterns is one of my passions. I take pride in my ability to take a product from ideas and wireframes to functional code, and Swift is quickly becomming my favorite language.

I'm also a giant goofball.

HIRE

CHECK 'EM OUT

Notable Projects

Looty Dungeon
A "Best of 2016" iOS dungeon crawler

Forge
A "Best of 2015" iPad sketching app

Multiplayer VR Game
Unnanounced Unity game for HTC Vive

Sticky Notes Prototype
iOS 11, Drag and Drop, Swift, Metal…

DESIGN AND CODE

Recent Roles

Taco Illuminati
Co-founder,
iOS game and monetization dev

Magento
Large Ember.js apps to aid design implementations

Owlchemy Labs, FarBridge
Unity engine games for HTC Vive, worked on Job Simulator

Adobe, Adonit
iOS and web interactive prototyper, worked with iPads and Stylii

AREAS OF EXPERTISE

Languages and Programs

Strong experience

`Unity3D` `HTML, CSS, JS` `C#` `Java` `Sketch` `Adobe CC` `Project Management` `Prototyping` `Git Tower`

Moderate experience

`Swift` `Objective-C` `Xcode` `Ember.js`

Eager to learn more

`Metal` `ARKit` `SpriteKit` `SceneKit` `Integration Tests`

I'm a quick learner — let's make something awesome!

HIT ME UP

Contact Information

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Sticky notes iPad app prototype
source code available

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Excited to hear from y'all!

DEBT SOURCE

Education

2014 Bachelor of Fine Arts
Interactive Design and Game Development
Savannah College of Art and Design (SCAD)