JARED BASS

jaredtbass.com
jaredbas@usc.edu | 949.378.2117

I'm a cross-disciplinary thinker and creator who through a combination of design, software, and business skills is able to form unique insights.

UNIV. OF SOUTHERN CALIFORNIA '18
B.S. Arts, Technology and the Business of Innovation
GPA: 3.72

SKILLS

Development
HTML, CSS, JavaScript, Node, Java, C++, PHP, Laravel, MySQL

Design
Photoshop, Illustrator, InDesign, AfterEffects

Business
Product & Program Management, AGILE, SCRUM, Public Speaking, Excel

CURRENT PROJECTS

ATOM + HP, CancerBase
With over 100,000 applicants, my team was chosen to present to President Obama, the DOD, and others at SXSL. Led development of SXSL experience, website, and D3 data visualizations.

SideEffects
As head of Product and Business, I created the product roadmap and vision, conducted all consumer research, am leading a small team of engineers, and am executing the UI/UX design and iOS development processes in an AGILE environment. SideEffects has been selected to join Joe Biden's Cancer Moonshot Initiative. App store release estimated for mid-2018.

AWARDS

- USC Presidential Scholarship Recipient
- Wearhacks LA: Best Design and Microsoft Award
- Dean's List for Academic Achievement
- Nationally Recognized Author (Scholastic)
- Innovation Coast Competition Finalist
- Published Work: "Something to Call My Own"
- Staff for Emmy nominated work, "Wonder Buffalo"

'16 - '18

VITERBI SCHOOL OF ENG.
Teaching Assistant

Developed lesson plans, ran lab sessions, and graded over one hundred students. Courses taught included Intro to Web Development, PHP and mySQL Databases, and PHP Frameworks.

'17

HULU
Product Marketing Intern

Working cross-functionally with the marketing and product teams, I executed welcome series product testing to see the impact of personalization on Hulu's onboarding flow. Additionally, I led the development of a multi-million dollar on-boarding campaign with the USPS.

'16 - '17

ETC at USC
Writer

Developed and wrote daily reports detailing the relationship between technology and the entertainment industry.

'16 - '17

WONDER BUFFALO
Film Project Manager

Managed the development of the Wonder Buffalo white paper by facilitating industry connection contact and editing processes.

'16

CORNERSTONE ONDEMAND
Product Management Intern

Under an AGILE environment, I worked directly with customers, optimized the roadmap by identifiying their pain points, and headed Google Analytics integration across 25 million client platforms.

'15 - '16

KOBE INC.
Entertainment Project Manager

As intern to Kobe Bryant himself, I created and managed media in a variety of mediums, from written to web to mobile. Projects have been implemented in advertisements and on the web. Project recently nominated for 2018 Oscar's.

GOAL: make something meaningful.