



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.

HULU

Customer Lifecycle 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 onboarding campaign with the USPS.

HGST

Product Marketing Intern

Designed marketing schemes for product mergers, reporting to the Global Marketing Director. Led design, branding, and marketing processes for HGST's VR experience at the NAB Conference.

LA TECH CONSULTING HUB

Product Consultant

Provided technical consulting and product consulting for a variety of companies in the LA area through direct client contact. Led a team of twelve engineers to execute product refinements meeting client's needs.

CORNERSTONE ONDEMAND

Product Management Intern

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

KOBE INC.

Content Developer, 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.

JARED BASS

TECH-DESIGN STORYTELLER

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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"