Jake Colburn

in /jake-colburn
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⚙ Skills

Languages & Platforms   PHP, Python, JavaScript, HTML/CSS, SQL, Bash, GoLang, TypeScript, React, AWS, WordPress, Laravel
Tools   JetBrains IDEs, Jira, Git/GitHub/BitBucket, Postman/Curl, Linux, MySQL, Trello, Adobe Creative Suite

◔ Experience

Olympusat
Software Engineer

Nov. 2019 – June 2023
West Palm Beach, FL

- Refactored CRUD Content Ingestion System by adding queue system supporting multiple languages, improving the performance of FreeTV, Olympusat's flagship streaming platform.
- Designed Elementor widgets to enable non-technical staff to create front-end features.
- Maintained Oly RESTful API (LAMP) that delivers 40,000+ hours of Spanish/English content to 1 million viewers on Samsung, Roku, iOS, Android, and Vizio devices.
- Created a microservice for exporting FreeTV data to S3 buckets for ingestion by Domo.
- Developed querying interface for non-technical staff to securely pull data from production RDS DBs.
- Rebuilt Olympusat.com to utilize WordPress best practices and integrate with Elementor.
- Contributed to team documentation goals by standing up internal team wiki.
- Strong development experience with REST API based microservices development.
- Managed the security access for employees using AWS.
- Writing python scripts to perform data processing.
- Working Knowledge in DB/SQL, Wrote and maintained databases for multiple websites.
- Working knowledge in Container technologies Docker.
- Development experience in PHP, Python, JavaScript, TypeScript, React, AWS and UNIX shell scripting.

STUDIOTWENTYSEVEN
Web Content Manager

Mar. 2019 - Feb. 2021
Miami, FL

- Designed WordPress theme and managed webpage SEO for higher visibility in search indexing.
- Compressed all site images with minimal quality loss, decreasing webpage load time by 45%.

⚗ Side Projects

Product Owner of Brave Software
Brave Newbies, Inc.

2012 - 2013
Eve Online/Multi-Platform

- Created and led software team to support org. of 20,000 players by creating, maintaining, and testing internal services (2FA Portals, Wiki, VoIP, Forums, Notification Systems, etc.)
- Prioritized organizational needs and devised technical solutions for continued operational security within the volatile, Player vs. Player environment of Eve Online.
- Delegated tasks for 8-10 volunteer Engineers through Trello.

Intelligence Coordinator
GoonSwarm Federation

2016 - 2021
Eve Online/Multi-Platform

- Wrote and maintained InfoSec best practices to protect a 35,000+ player organization.
- Managed, trained, and assessed 10-15 volunteers on penetration testing practices and tools. Advised on the targeted, individual, and creative penetration of our competitor's systems.
- Documented and presented results of external investigations. Led internal investigations on risks and liabilities.

🎓 Education

Ex'pression College of Digital Arts
BaSc in Game Art and Design

Jan. 2009 - Sep. 2011
Emeryville, CA

Austin Community College
Associates in Computer Science

Jan. 2024 - Degree expected 2026
Austin, TX