Jake Colburn

in /jake-colburn **■** jakecolburn.sythe@gmail.com

512-621-6131

Experience

Olympusat Nov. 2019 - Present West Palm Beach, FL

Jr. Backend Developer

- > 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.

STUDIOTWENTYSEVEN Mar. 2019 - Feb. 2021 Miami, FL

Web Content Manager

- > 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%.

FastSigns Mar. 2016 - Nov. 2019 Hollywood, FL

Graphic Design & Production Artist

- > Setup hardware for store-wide NAS system and configured offsite backups.
- > Produced responsive digital signage webpages for Chromecast kiosks.

∆ Side Projects

Product Owner of Brave Software

2012 - 2013

Brave Newbies, Inc.

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

2016 - 2021

GoonSwarm Federation

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

Jan. 2009 - Sep. 2011 Emeryville, CA

BaSc in Game Art and Design

⇔ Skills

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