

Jackson Feist

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Education

University of Oregon | GPA: 3.7 / 4

Bachelor of Science in Business Administration, Entrepreneurship, Marketing

Minor in Computer Information Technology

Experience

Full-Stack Software Engineer | *Cemental Software* | Eugene, Oregon October 2025 - Present

- Full-stack development turning early-stage concepts into production-ready web products.
- Built clean, type-safe frontends using **React** and **TypeScript** alongside robust backend services in **.NET**.
- Focused on delivering practical, well-architected code to ship features quickly and support scalable business operations.

Lead Developer | *Inorganic Games* | Eugene, Oregon August 2023 - October 2025

- Founded and scaled independent game development studio, successfully launching three commercial video games and overseeing end-to-end production, marketing, and post-launch support
- Developed and managed two 12-week internship programs, mentoring teams of up to 9 interns through complete development cycles
- Orchestrated all aspects of game development including project planning, team recruitment, and technical development using **C#** and **Unity**

Product Team Lead | *Oregon Software Consulting* | Eugene, Oregon March 2024 - June 2025

- Lead several development teams in delivering full-stack software solutions for multiple clients
- Carried out end-to-end development cycles from initial client meetings through deployment
- Architected and developed nonprofit opportunity platform using **Next.js**, **Node.js**, and **SQL**, automating the collection of artist opportunities through custom web scraping

Projects

Purrfect Alchemy | *Commercial Release* July 2024

Local multiplayer wave survival game developed with **Unity** and **C#**. Led and mentored a team of 9 interns through a complete development cycle to successful commercial release, implementing agile methodologies and project management practices. Achieved 50 purchases on Steam post-launch.

MAN_HUNT | *Commercial Release* December 2023

Multiplayer location tracking game built using **JavaScript**, **React Native**, and **Firebase**. Implemented real-time synchronization, database integration, and user authentication for a seamless experience. Achieved 5,000+ downloads since launch. Conversion rates in the 75% percentile.

Boon.art September 2024

Developed a platform for artists to discover tailored opportunities, leveraging **Next.js**, **TypeScript**, and **SQL**. Integrated advanced filtering, calendar synchronization, and web scraping to automate the discovery of 1,500 grants, residencies, and exhibitions weekly. Increased user engagement by 45%.

Awards

Presidential Scholar, Cameron Innovation Fellow, Oregon Innovation Challenge Winner

Skills

C#, C++, Python, TypeScript, JavaScript, React, SQL, Java, Firebase, Unity, Swift, AWS, Excel, Sales