

Jason Townes French

APPLE / BROWN UNIVERSITY ALUM • 2 EXITS • COINBASE / KREA

I studied computer graphics at Brown University under Andy van Dam — the professor whose pioneering work helped shape Pixar and earned him a thank-you in the credits of Toy Story. I sold my first piece of software, to Brown itself, before I graduated.

From there, Apple — during the launch of the original iPhone. I was selected for the iSeries Program, an internal track that put a handful of us in rooms with Steve Jobs and Apple's executive team for direct mentorship. I wrote the official programming guides for OpenGL and vImage, and shipped sample code in Apple's Developer SDK.

Tim Draper poached me from Apple to CTO my first startup. We built and patented the nation's first FINRA- and SEC-approved electronic trading system for private securities — a company that, through acquisition, became part of Coinbase. My first exit.

Then a decade of consumer software played by millions: Rapper Run to #3 on the US App Store, the graphics engine behind Battle Camp (40M+ installs), Beat Fever to #1 in Music Games, Apple's iOS 11 Files partnership at Box, and the #1 AI dash cam at Driver.

Most recently: CTO of Wand Technologies, where I built the custom Metal drawing engine behind an Apple Design Award-nominated AI art app. Wand was acquired by Krea (Forbes AI 50). My second exit.

Today I run Hermetic Ventures — a studio shipping apps, games, and AI agents — and ExpertFounder, an accelerator for technical founders. I write about technology and science at jasontownesfrench.com.

Two exits (Coinbase, Krea) • \$6.1M+ raised (incl. Draper Associates) • #1 & #3 App Store rankings • 40M+ installs • 1 patent