JACK KELLY

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SOFTWARE ENGINEER

SKILLS

SOFTWARE/TOOLS:

Github, Git, MailChimp, Netlify, Digital Ocean, Heroku, Adobe Suite, Google Analytics, and Wordpress

DATABASES:

MongoDB, PostgreSQL, and MySQL

LANGUAGES/FRAMEWORKS:

Javascript, React.js, Node.js, Express.js, HTML, CSS, SCSS, Rust, Electron, Java, and Typescript

EDUCATION

OLATHE NORTHWEST HIGHSCHOOL

2017 - 2021 - Web Development/Multi-Media

- Awarded 2nd place in web catagory at the 2020 eMagine multi-media festival
- > CyberPatriots Semifinalist
- > Obtained key skills in graphic/video production
- > Nominated for Kansas Boys State 2020
- > Varsity Swimmer on the ONW Swim & Dive team

ARTICLES

CREATE A FULL-STACK WEB APPLICATION - View

In this article, I go step-by-step on how to build and publish a full-stack web application. Tools used: React.js, Strapi, MongoDB, Nginx, Ubuntu, Linux, and DigitalOcean

PROJECTS

FRIDGE MAN - Code - Preview - Prototype

Food inventory manager which allows you to manage expiration dates, location and quantity of your food. Tools used: React.js, Express.js, Node.js, SCSS, bcrypt, gzip and PostgreSQL

RBFN - Code - Live

A website for the Revenue Based Finance Network working group newsletter with an embedded mailchimp signup. Tools used: React.js, Typescript, Strapi.js, SCSS, Nginx, Ubuntu, and Digital Ocean

ERDESKTOP - Code - Preview

A screen recording application capable of capturing entire screens or just certain applications. Tools used: React.js, Node.js, Electron, and SCSS

JACK'S PEPPERS - Code - Preview

A pepper related e-commerce site with advanced searchability features including a checkout page. Tools used: React.js, Typescript, Stripe.js, SCSS, MongoDB, Node.js, Express.js

ONW SWIM & DIVE - Live - Prototype

A site for the Olathe Northwest Swim & Dive team that containes a roster, calendar, times, and schedule pages. Tools used: Wordpress, Divi, PHP

JSCRAPER - Code

A web scraper written in Java that gathers all links from the desired web page. Tools used: Java, Jsoup, HTML, and Regex

RBASE64 - Code

A Base64 encoding/decoding library written in Rust which supports abstract entries. Tools used: Rust, Unit Testing, and Binary