Harrison King, Front End Developer

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Objective

I live for creativity and love to contribute to projects by constantly iterating and improving them. I find great fulfilment thinking of and implementing these improvements. I love to make awesome things. Let's make awesome things together.

Qualifications

I'm a Front End developer experienced in Angular and React. I'm among a select few with experience using HTML5 and Javascript's canvas tools. I'm part of a small team that built a powerful new workflow app called RithmXO.

Languages and Libraries

- **Front End:** Angular, React, JavaScript ES6+, HTML5, SCSS, Tailwind, Bootstrap, Redux, jQuery
- **Back End:** NPM, NodeJS, Express, MongoDB and Mongoose

Portfolio

Github: https://github.com/Gobsmack90

LinkedIn: https://www.linkedin.com/in/harrison-king-dev/

Portfolio: https://harrisonking.dev

My portfolio is itself a project worth showing off. This portfolio has a primitive backend, including email services set up by myself. The code for it is based on a React template found online, but with many additions and improvements, including a modal system for displaying items from my portfolio in greater detail.

RithmXO: https://www.rithmxo.com/

If you dig into the Rithm Front End, you won't find a single piece of the app that my code doesn't touch. I was part of the team from nearly the beginning and so I have built much of the app's structure myself, which is programmed in Angular. I've been especially involved in the app's "map" page, which uses a canvas element to render a map of workstations that can be dynamically moved and changed. The work on this page has been complex and challenging and I'm very proud of it.

Our Fish Collective: https://www.ourfishcollective.com/

A website rebuild done with my team at TBDG. The primary goal of this rebuild is to allow individual venders to add their own products without needing to go through the website admin. To this end, we began work reconstructed everything in the site. I left the project before I could see it through but contributed a lot to get the front end up.

The Minecraft Node Wrapper

https://github.com/JoshuaBaert/mc-node-wrapper

This project was started with the intent to add some quality-of-life and social features to Minecraft without modding the game itself. We use the built-in minecraft commands and a mongoDB database to give players added functionality. Players can set a home that they can teleport to, warp to other players, store and retrieve experience, and more. I contributed a great deal to this project. I added a cooldown feature, xp storing features, a customizable welcome message, a way to share homes with players, and more.

React21

https://harrisonking.dev/react21

A primitive blackjack app built in React.

Experience

Front End Developer, RithmXO

June 2021 – Present

- Developed an Angular Front End for a workflow app startup called Rithm. Had the opportunity to develop a complex "map" as a part of this app using HTML5's canvas element.

Freelance Developer, TBDG

Dec 2020 – May 2021

- I did some freelance web dev with a team of friends. We programed in React with Node.js. I focused on front end in the projects we worked on together.

Material Technician, Teck Advanced Materials

Jan 2017 – Jun 2021

- I work with copper, tin and other metals. We purify, clean, mold and prep metals for electronics manufacturing.

Editor/Content Director, TMRW Productions

Jan 2016 – May 2017

- Made professional videos for companies. Worked on set, in pre-production, and edited.

Account Rep, Wasatch Savings

Jun 2014 – Sep 2016

- Recruited and worked with businesses to put them in the Wasatch Savings Guide, a school fundraiser deals book.

Education

University of Utah: Bachelor of Film and Media Arts, Dec 2016

freeCodeCamp Certifications:

- https://www.freecodecamp.org/gobsmack

References   Colby Higginson
Manager, Teck Advanced Materials
801-580-5229

James McDonald
Owner, Wasatch Savings Guide
801-860-8020

Joshua Baert
Senior Developer, SolutionStream
801-850-8199