

JACOB PERRY

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FRONT-END DEVELOPER

Entry level Front-end Developer with less than one year of experience designing and developing websites and apps using the latest in web technologies.

- React, Angular v1, Ember.js, and Vue.js
- HTML5, CSS3 / SASS
- Git / GitHub
- Adobe Suite / Affinity Designer
- C# / Unity3D
- Adobe XD, Zeplin, Webflow, and InVision

Work Experience

Aquent – Data Labeler

June 2016 – March 2017

Judged images for how relevant they were for a given query as well as other image search related judging tasks including people matching and gif usability.

- Overcame the struggles I had with keeping up with work by judging 1000 search results a day.
- Learned to be adaptive and think quick on my feet to understand what to look for.
- After getting wrist pain I found a way to use a controller to help reduce stress while working.

Apex Systems – Technology Material Handler

June 2015 – August 2015

Working at Boeing as a contractor for Dell who was contracted for IT work at Boeing. I delivered charged laptop batteries to the factory floor and picked up dead batteries to be replaced.

- Learned how to optimize workflow to make the most of time.

Education

Udacity – Front-end Nanodegree

Oct 2017 – April 2018

- Used Google Maps API and Foursquare API with React to show big companies in the Seattle area.
- Learned how to read documentation to learn how to use new tools.
- Gained an understanding of Git best practices.
- How Unit Testing can help make finding bugs easier.

Achievements

- Worked together with a cousin on a search engine he wrote in php. The site gave ad revenue to charity. I helped with designing prototypes and thinking of features to add.
- Created and sold music designed for fans of Minecraft. Music was sold through CD Baby to global distributors like iTunes and Spotify. Sales earned were around \$3,000 in the first year of sales.
- Designed and created a casual mobile game one month after having learned C#. It was made using Unity3D and released for free onto Google Play Store. Worked with others for art and help optimizing my code.