# JASON BROOKS

FULL STACK SOFTWARE DEVELOPER

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## ABOUT ME

The majority of my life, my interests have been categorized into two separate areas - the technical side and the artistic side. Around 2016, the gap between the two began to close - I became extremely interested in coding live visuals, making Arduino gadgets and writing my own audio plug-ins. At this point something clicked and I knew that building technical things was what I wanted to do - so I enrolled in the Full-Stack Software Developement program at NSS. It's truly been what I've been looking for all along.

## PROJECTS

### FACEFLEX-5000

*www.faceflex5000.com*

FACEFLEX5000 is a REACT web-app that uses facial recognition technology to let users score points by matching the facial expressions of celebrities. The facial recognition was implemented via Face-Api-Js, a machine-learned Tensorflow model built to function with Javascript. User authentication was implemented with Firebase, persistent data was attained via Realtime Database. Styling was accomplished via a mixture of Reactstrap / Bootstrap, Adobe After Effects and various CSS animation libraries.

## EDUCATION HIGHLIGHTS

### Nashville Software School

*6 Months of Intensive Full-Stack Development*

### Middle Tennessee State University

*Returned for 1 year of core computer science curriculum*

- Concentration in algorithms & data structures
- Used C++ (and some assembly) for coursework

### Middle Tennessee State University

*BS Biology with minor in Psychology*

## TECHNICAL EXPERIENCE

### Full Stack Software Development

*Nashville Software School | 2019 - Present*

*Intensive, full-time 6-month Full Stack Web Development (C# / .Net) program that focused on modern technologies and creative, team-based problem solving*

• Using React and Firebase, built FACEFLEX5000, a facial recognition web game that lets the user earn points by matching facial expressions of various actors.
• Utilized React to build a mock social networking site with CRUD functionality, responsive styling and state-based routing with React Router
• Implemented user authentication via Google's Firebase platform
• Built a mock social media site utilizing vanilla Javascript and developed a standardized API for interacting with its data.
• Utilized ESLINT, GRUNT, Browserify, Json-Server and GIT in group workflows to ensure consistency and to mitigate merge conflicts
• Built multiple CRUD projects in C# alongside ASP.NET, ADO.NET, Entity and Identity frameworks. Designed and implemented the database in SQL.

### Sr. IT Technical Asset Specialist

*Vanderbilt University | 2015-2019*

• Procurement - Formed relationships with department heads to facilitate selecting appropriate IT hardware. Met with commercial vendor representatives to connect their product lines with VU's existing procurement procedures. Ensured that our inventory database was represented by our monthly finances.
• Database Management - Customized an MS SQL database to reflect all of VMDP's supported hardware. Automated processes where possible and incentivized practices within the department to sanitize multi-user input.
• Data Analysis - Regularly formed and visualized trends on procurement needs, as well as financial impact, across the university for upper management. Highlighted significant data points with statistical backing. Automated reports from SQL. Generated reports on predicted future expenses for procurement / finance management.
• Leadership - Was a member of a leadership committee to identify and implement improvements to inter-department processes. Automated change logs in SQL to report constructive employee participation.

### Live Projection Artist

*Strange Handle A/V | 2015-2019*

• Created videos to serve as stage backing for live bands in venues throughout Nashville.
• Wrote software to align video content with musical performances
• Designed and built custom LED installations, and programmed them to receive video signal. I used a few different approaches and actually built these a few different ways - in a nutshell, I used either Processing or Max to gather a video frame data into a 2D array and send them to various microcontrollers (Arduinos / Teensys) via serial protocol. Later I moved on to receiving the data over DMX / Artnet protocol and used video software like Resolume to map & send the data to the LEDs.
Languages and technologies used :
• Python - used on a Raspberry Pi to route / map midi files to various video software settings
• C++ - all code written for Arduinos and Teensys was written in C++
• Max (visual programming language) - used for many audio / video purposes. Everything from generating visuals to routing MIDI / DMX / Serial data between applications
• Adobe After Effects & Premiere Pro, Cinema 4D - used for making custom content for bands & art installations