Jared Robert Hooker

Software Developer

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OVERVIEW

Enthusiastic software developer with a strong foundation in programming and a passion for building innovative software solutions. Started programming at age 13 (2002), honing skills in creating mods for 'The Elder Scrolls III: Morrowind' and developing custom quests, levels, and campaigns for 'Rise of Nations'. Skilled in full-stack development, leveraging Node.js, Next.js, Tailwind CSS, Firebase, and Vercel to create scalable and efficient software solutions. Committed to continuously learning and applying new technologies to deliver high-quality and user-friendly software products.

EXPERIENCE

Hooker Hill Studios

11/2022 - **Software Developer** Present

- Developed websites and web apps using JavaScript, ReactJS, Node.js, Next.js, Tailwind CSS, and Firebase.
- Designed, built, and styled a 14-page customer-facing app using Firebase for user authentication and database storage.
- Developed/Designed 3 Tailwind CSS based theming options for an outward facing user web application.
- Migrated a vanilla JavaScript app to React and Next.js for improved performance and code organization.
- Integrated sign-in with Google for enhanced user authentication.
- Integrated SendGrid for in-app support and email notifications.
- Built a custom URL shortening service and rerouting API for an application.
- Implemented server-side functionalities, including spinning up servers (MySQL) and managing server infrastructure.
- Published a simple weather app with a 5-day forecast to the Google Play Store.
- Developed a weather forecasting app with a 5-day forecast using the OpenWeather API.
- Integrated Google AdMob ads into a game I have published to the Google Play Store.
- Proficient in utilizing Git and GitHub for effective version control; Experienced in implementing branch protection, documenting changes, performing merges, and managing releases and deployments.