Jacob Griffith

|| Phone: +1 (918) 630-0354 || Email: jacobgriffith6339@gmail.com ||

|| GitHub: https://github.com/JacobGriffith1 || Glenpool, OK ||

|| LinkedIn: https://www.linkedin.com/in/jacobgriffith1 ||

Education:

- Atlas School: Diploma in Computer Science and Full-Stack Web Development
 - o Tulsa, OK September, 2025
 - At Atlas, I cultivated a wealth of knowledge, technical proficiency, and experience in and relating to the field of Web Development.

Field Experience:

- OCT 2024: First Baptist Church Glenpool, OK: Freelance Web Designer
 - Rework of church website for the purposes of general ease use, device compatibility, and accessibility

Other Work:

AUG 2024: Books-A-Million – Tulsa, OK: Bookseller AUG 2023 – DEC 2023: Game Stop – Tulsa, OK: Senior Game Advisor

MAY 2022 – JUL 2023: Walmart – Glenpool, OK: Entertainment Team Associate

NOV 2020 – MAY 2022: Game Stop – Glenpool, OK: Game Advisor

Projects:

- **DEC 2024**: Tarot Time Project Conceptualist/Director, Custom Assets, Animations
 - o https://jacobgriffith1.github.io/tarot-time/
 - O Directed team in creating an interactive website complete with custom assets, animations, and scripting to ensure a unique experience each time it is used.
- **NOV 2024**: Cards of WAR Developer
 - o https://jacobgriffith1.github.io/Cards_of_WAR/
 - o Demonstrated diligence in creating and maintaining a comprehensive database of information that can be easily appended as more relevant content is released
- OCT 2024: Atlas Headphones Design Team Member
 - o https://github.com/Jaylenperez/atlas-headphones
 - o Worked with partner to recreate a Figma file with HTML and CSS
- AUG 2024: Randario the Red Project Conceptualist/Director, Custom Assets, Testing
 - o https://github.com/JacobGriffith1/Randario the Red
 - Demonstrated directorial skill, while working with team to develop, modify, and improve content

Skills:

- Proficiencies: Bash, C, Python, HTML, CSS, JavaScript, Microsoft Office Suite
- **Personal**: Leadership, Teamwork, Problem Solving, Quick Learning