

Jacob Gifford *Full Stack Engineer*

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🔗 <https://jgifford.dev> 🐙 GitHub

Professional Experience

Full Stack Engineer 04/2024 – present | Remote, USA

CodePDX Volunteer 🌐

React.js, Material UI, Javascript, git, Docker

- Developed WCAG and a11y compliant themes using MUI, and React, greatly enhancing user experience.
- Implemented and tested controlled forms, pre-validating user data for decentralized data stores.
- Debugged issues and implemented effective solutions and tests with React and Vitest, eliminating recurrences.

Full Stack Engineer 11/2023 – 03/2024 | Remote, USA

Freelance Consultant

TypeScript, React.js, Next.js, TailwindCSS, Express, PostgreSQL

- Developed and maintained - hands-on and fullstack - features in Javascript, and Typescript across all platforms and devices.
- Provided clients with publishing options, bundled, deployed and maintained their applications.

Homeroom Teacher 07/2022 – 08/2023 | Shanghai, China

Jimei KRK

- Utilized my development skills to establish a local real-time streaming server showing live drone footage.
- Organized graphics design, budget, catering, and hosted social events accommodating ~400 attendees.

Projects

Gradient Fitness 🌐

React, Typescript, TailwindCSS, PostgreSQL, Chart.js, Express.js

- Collaborated with fitness professionals to determine and design useful analytics for strength training.
- Created robust charts using public datasets and medical research, allowing professionals and hobbyists to gain a deeper and more accurate understanding of their physical strength.
- Utilized PostgreSQL with Prisma to quickly analyze and aggregate large datasets for statistical analysis.

Symphony 🌐

React, Typescript, TailwindCSS, MongoDB, Socket.io, Express.js

- Full stack Discord clone utilizing web sockets for instant messaging with an Express.js server.
- Utilized Photoshop and Framer Motion to develop a beautiful and performant login UI.
- Featuring private and public rooms, markdown plugin support, and general user statistics.

Battleship 🌐

Javascript, Typescript, Jest, Socket.io, Express.js

- Created the classic battleship game with special effects, UI/UX improvements and uniquely tailored game mechanics.
- Design and implemented PvP, PvC, and online PVP using a WebSocket server for real-time online play.

Open Source Contributions

The Odin Project

- Curriculum: Overhauled the CSS Foundations sections, reorganizing and enhancing lessons
- Curriculum: Provided input on and helped write new Node.js, and SQL lessons
- Minor: Fixed minor bugs and typos, and improved statements for clarity and accessibility

Education

Purdue University 08/2016 – 05/2020 | West Lafayette, USA

B.S. Chemistry (conc. Biochemistry)

The Odin Project 01/2021 – 02/2023 | Remote

Full Stack Development

Skills

Languages

Typescript, Javascript, Python, HTML, CSS

Frameworks

React, Next, Express, Node, Flask

Tools

SQL, PostgreSQL, MongoDB, Prisma, Docker, Socket.io, Jest, Vitest, Git, Postman

Technologies

REST API, Framer Motion, Photoshop, React Query, React Router, WebSockets, Lightroom