

Jacob Gifford *Full Stack Engineer*

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📍 Portland, Oregon

Professional Experience

Front End Engineer, CodePDX [🔗](#) 04/2024 – present | Remote, USA

React.js, Material UI, Javascript, git

Main Site

- Designed, and developed WCAG and a11y compliant themes using MUI, and React, greatly enhancing user experience and user journey.
- Created and edited dozens of assets for the webpage dark-mode themes with Photoshop and Figma.

PASS Project

- Implemented and tested controlled forms, pre-validating user data for decentralized data stores.
- Built features allowing the sharing and editing of contacts and user profiles.
- Debugged issues and implemented effective solutions and tests with React Testing Library and Vitest.

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

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.

Homerom Teacher, Jimei KRK 07/2022 – 08/2023 | Shanghai, China

- 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.

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

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.

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.

Education

Purdue University, B.S. Chemistry (conc. Biochemistry) 08/2016 – 05/2020 | West Lafayette, USA

The Odin Project, Full Stack Development 01/2021 – 02/2023 | Remote

Three.js Journey, Creative Experience Development [🔗](#) 07/2024 | Remote

Skills

Languages — Typescript, Javascript, Python, HTML, CSS

Frameworks — React, Next, Express, Node

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

Technologies — Three.js, Framer Motion, TailwindCSS, Material UI, WebSockets, Photoshop, Lightroom