Jacob Gifford *Full Stack Engineer*

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PROFESSIONAL EXPERIENCE

Front End Engineer   04/2024 – present │ Remote, USA
CodePDX ⧉

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   11/2023 – 03/2024 │ Remote, USA
Freelance Consultant
- 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.

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

Marble Run ⧉

Three.js, React, GLSL, Javascript, CSS, GoLang, Zustand
- Developed a 3D platformer game, creating an interactive and visually engaging 3D world.
- Implemented high-score submission and retrieval using a REST API built with Golang and PostgreSQL.
- Managed state effectively using Zustand for seamless player interactions and game logic.

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 unique mechanics.
- Design and implemented PvP, PvC, and online PVP using a WebSocket server for real-time online play.

EDUCATION

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

SKILLS

Languages: Typescript, Javascript, Python, Golang, HTML, CSS │ **Frameworks:** React, Next, Express, Node, Echo │ **Tools:** PostgreSQL, MongoDB, Prisma, Docker, Socket.io, Jest, Vitest, Git, Postman