



# JAMIE KOOK

## WEB DEVELOPER

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### SKILLS

HTML5, CSS3, JavaScript, jQuery, Bootstrap, Express.js, React.js, Node.js, MongoDB, MySQL, Python, Amazon Web Service's s3 storage.

### EDUCATION

#### VANDERBILT- 2020

Full-Stack Web Development Certificate

#### VANDERBILT – 2013

M.Ed. Secondary Science Education

#### UNIVERSITY OF UTAH – 2010

B.S. Biology

### SUMMARY

Web Developer coming from a background in science education and research. Experienced in creating a web hosted educational game that used theory and data-driven feedback in its effectiveness and clear presentation of information. A great collaborator and communicator, having used my organizational and critical thinking skills to move projects forward both as a leader and as a team member. A quick learner who is always eager to tackle difficult problems and enjoys puzzling through a new challenge.

### PROJECTS

**The Writer's Library-** Full Stack web application with s3 and mySQL

Github: <https://github.com/JamieKook/WriterLib>

App: <https://morning-lake-48557.herokuapp.com/>

**Numbers-** Front End web application with skillful javascript use

Github: <https://github.com/JamieKook/Numbers>

App: <https://jamiekook.github.io/Numbers>

### EXPERIENCE

#### TEACHER

(2015- Present)

- Create and teach hands-on curriculum for biology, math, physics and chemistry

#### PROJECT MANGER/GAME LEVEL SCRIPTER

(2016-2017)

- Project manager for an educational web-based game, SURGE Symbolic, <http://www.surgeuniverse.com>
- Completed the final iteration of SURGE Symbolic game including scripting JSON files using the game's scripting API and uploading files to the server.

#### PROJECT MANAGER/ EDUCATIONAL CONSULTANT

(2014-2015)

- Assisted with game design with a focus on presenting difficult physics concepts
- Collaborated with Facet Innovations, the games' post-doctorates, and the PI to define goals, construct new ideas, and create curriculum and assessments
- Involved in multiple technical aspects
- Managed scheduling, designing, preparing, and leading classroom implementation of the game curriculum for various research studies in grades 7<sup>th</sup>-9<sup>th</sup> MNPS classrooms
- Ensured timely completion of the various projects by delegating tasks, setting time frames, organizing materials, and completing necessary paperwork
- Consolidated, organized, and analyzed research data using Excel