Jason Pallone

Front End Web Developer

Dynamic and detail-oriented Front End Developer with a knack for conceptualizing and delivering elegant, user-friendly solutions effectively and efficiently. Possess a track record of delivering results in a team environment, excels at problem solving and critical thinking.

Lynn, MA 01904
(603) 918-4176
jason.pallone@gmail.com
LinkedIn
GitHub
Twitter
jasonpallone.com

PROJECTS

Personal Website: <u>jasonpallone.com</u> (for additional information and projects)

Full Stack Exercise Tracker

This is a Full Stack project, created using the MERN stack (mongoDB, Express.js, React, Node.js). Designed using Bootstrap and custom CSS. This is an Exercise Tracker App, that you can add a user by name then add an exercise log for that user, in the exercise log you can add a duration for how long that user did the exercise for and the date that the user did the exercise. Then you can edit or delete the exercise log as needed after it's been created. All information is saved to MonogoDB using Express/Node for the Backend and using React on the Front-end. This app is fully responsive for all devices. Managed with Git and GitHub.

<u>Live demo</u> <u>GitHub link</u>

RSVP

This is an RSVP app that lets you add a guest, edit, remove, confirm and filter any guest who have not confirmed they are attending. This project was built using React, JSX and custom, responsive CSS styling to look great on any screen. Managed with Git and GitHub.

<u>Live demo</u> <u>GitHub link</u>

Breakout 2D

This is the game known as breakout 2D. This project was created using JavaScript, HTML canvas and custom CSS styling. Break all the bricks to win the game. The game keeps track of the players lives and score. There is a message for winning or losing the game. This project is only playable on desktop/laptop currently, but can be viewed on mobile and tablet. This project was managed with Git and GitHub.

<u>Live demo</u> GitHub link

Giphy API

This project uses Giphy open API to let the user search for gifs, once the gifs are retrieved they are displayed on the web page. The user can click on any gif to be brought to the source. This project was built using JavaScript, HTML and custom, responsive CSS styling to fit all devices. Managed with Git and GitHub.

Live demo GitHub link

Photo Gallery

This project is an interactive photo gallery, there are three different types of animations for the photos. All animations are activated by hovering over the photo. This project was built using HTML and custom, responsive CSS styling to look great on all screens. Managed with Git and GitHub.

<u>Live demo</u> GitHub link

Sass Portfolio

This project is a portfolio created using Sass and HTML5. It has a home page, About

SKILLS

JavaScript

HTML

CSS

React

AJAX

jQuery

Node.js

Express.js

MongoDB

Bootstrap

SASS

JSON

VS Code

Git / Version Control

NPM

Responsive Web Design

Strong work ethic

Quick learner

Team player

<u>AWARDS</u>

Treehouse Web Design Track Completion

Treehouse Full Stack JavaScript Track Completion

Treehouse Front End Web Development Track Completion page, My Projects page and a Contact page. This project is fully responsive for all devices and managed using Git and GitHub. Live demo

EDUCATION

GitHub link

Treehouse, Front End Web Development

2018-2019

This program covered HTML, CSS, JavaScript, React, AJAX, Node.js, Express.js, NPM, GIT and Responsive Web Design.

FreeCodeCamp, Web Development

Completed multiple courses at FreeCodeCamp.org for Web Development, the technology covered was JavaScript, HTML, CSS, Bootstrap and SASS.

EXPERIENCE

Papa Gino's, Gloucester, MA - General Manager

July 2011 - January 2019

- Promoted to General Manager
- Successfully managed a team of 20+ employees daily.
- Required critical thinking and problem solving on the spot, Including demanding customer service.
- Held regular quality meetings with my team, discussing any issues or areas needing improvement.
- Delivered business strategy and developed systems and procedures to improve operational quality and team efficiency.