# Jared Sasser

* Email - kid\_icarus3@yahoo.com
* Cell - 920-202-0146
* GitHub - <https://github.com/KidIcarus1337>
* LinkedIn - <https://www.linkedin.com/pub/jared-sasser/40/562/521>
* Appleton, WI

## Intro

I am a web developer. My focus is on the front-end, but I have some experience in the back-end as well in Node.js and Python. I have taught myself over the last couple of years with the aid of several online courses and occasional help of an experienced mentor.

## Tech Skills

* HTML5
* CSS3
* JavaScript
* jQuery
* Twitter Bootstrap
* slick
* Git
* Node.js
* Express.js
* Bash/Linux
* Python
* Firebase DB

## Work Experience

### Professional Experience - Web Developer, *February 2015 - Present*

#### DealerFire

##### Web Developer, *April 27th, 2015 - June 25th, 2015*

* Primary task involved using pre-made modules to create websites for car dealership/company clients.
* Languages/libraries utilized included HTML5, CSS3, JavaScript, jQuery, Bootstrap, etc.
* Other duties included communication with customers via the Salesforce system, e-mail, or phone on a consistent basis to keep up to date on changes made to the respective sites.

#### High Altitude Science

##### Web Developer, *February 2015 - March 2015*

* Designed and developed the front-end for the Weather Balloon Flight Simulator web app
* Front-end developed with HTML5, CSS3, JavaScript, jQuery, Bootstrap, slick, autoNumeric
* Built as a single-page app. This involved using slick to set up a slider that separated the three portions of the simulator - one for the input parameters (launch date, burst altitude, etc.), one for the starting coordinates, and one for the results.

--

### Personal Projects

##### Galaxy Tanks - (In development)

* Live demo: <http://kidicarus1337.github.io/galaxy-tanks/>
* Repo: <https://github.com/KidIcarus1337/galaxy-tanks>
* A single-page app (SPA) built on the HTML5 canvas that is a space-themed version of the classic tanks game
* Front-end developed with HTML5, CSS3, JavaScript, jQuery, Fabric.js
* Utilizes a custom-built physics engine that simulates gravity and collision detection among other things

##### Snow App Project

* Live demo: <http://snow-app-project.herokuapp.com/>
* Repo: <https://github.com/KidIcarus1337/SnowProject>
* Unfinished prototype web app for a project which would've allowed people to hire others to shovel their driveway
* Developed front-end with HTML, CSS, JavaScript, jQuery, Bootstrap
* Wrote back-end with Node.js and Express.js, including registration and login functionality
* Integrated with Firebase DB

##### Text-game Project

* Live demo: <http://kidicarus1337.github.io/Game-Project/public>
* Repo: <https://github.com/KidIcarus1337/Game-Project>
* Unfinished text-based game developed in my free time for experience
* Developed front-end with HTML, CSS, JavaScript, jQuery

--

### J.J. Keller - Data Entry, *Fall 2012 - February 2013*

* Helped migrate customer information to a new server setup

### Shopko - Customer Service, *Fall 2008 - Fall 2012*

* Primarily worked as a cashier and store front stocker
* Occasionally did some miscellaneous work

## Education

### Codeacademy, *2013*

* HTML & CSS
* JavaScript
* jQuery
* Web Projects

### Udacity, *2012 - 2013*

* CS101 - Intro to Computer Science
* CS253 - Web Development

### High School Graduate, *2006 - 2010*

## References

* Technical: Caleb Madrigal
  + Cell: 618-334-1919
  + Email: caleb.madrigal@gmail.com
* Character: Jeff Krumrei
  + Cell: 734-716-8977
  + Email: krumreij@gmail.com
* Character: John McNeill
  + Cell: 920-342-6259
  + Email: john.mcneill655@gmail.com