

JACK TRANSUE

Full Stack Developer |
Creative Tech and
Automation

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Experience

Superfly / Full-Stack Developer

April 2021 - Present, NEW YORK, NEW YORK

- Lead developer of single page applications for festivals such as Outside Lands and The Friends Experience.
- Created and managed Typescript based React (Next.js, Tailwind.css) and Vue(Nuxt, Bootstrap) apps.
- Manage Webpack and Express.js deploys to AWS, Netlify, SiteLeaf, and Heroku
- Created web sites based on Figma and Adobe XD prototypes.
- Worked with designers on bringing prototypes to life.
- Managed hiring of developers for various projects.
- Managed serverless Node.JS back end functions and REST APIs using AWS Lambda
- Created robust headless(Netlify, Siteleaf) and decoupled(Strapi) CMS to allow codeless changes to various applications.
- Managed server based back end applications using Node.JS
- Managed DynamoDB and MongoDB databases.

Hero Galaxy NFT / Owner/Principal Engineer

January 2022 - Present, NEW YORK, NEW YORK

- Lead engineer on the viral Web3 NFT project Hero Galaxy
- Worked in Next.JS front end, using Tailwind CSS and Web3.JS, as well as an AWS backend with smart contracts to create a full-stack application that sold out within seconds.
- Created minting process, web application architecture
- Worked hand and hand with UX designer to translate Figma prototypes
- Used several lightweight animation and particle libraries such as Framer Motion and Particle.js

Freelance / Full-Stack Engineer/Editor/Creative Technologist

December 2016 - Present, NEW YORK, NEW YORK

- Development and consultant for various startups and agencies including a recent senior web development role for a leading pharmaceutical company.
- Worked in CSS animation, React, and Gatsby.
- Worked with REST APIs in GraphQL.
- Created web applications from scratch, and edited existing applications.
- Integrated TypeScript and established avenues to load React Applications into CMS apps such as WordPress or SquareSpace.

Byte New York / Creative Technologist/Developer/Editor/

MAY 2018 - OCTOBER 2020, NEW YORK, NEW YORK

- Designed and engineered large batch video automation technologies using JavaScript frameworks.
- Created systems that bridged the gap between After Effects animation and HTML data.
- Created complex HTML banner ad SVG Animations for DCM and AdWords.
- Programmed HTML creative for clients such as Google and Spotify.
- Developed data driven graphics using JavaScript and HTML5.
- Developed automated templates within After Effects for regular releases through Spotify.

TownSquare Media / Video Editor and Shooter

JUNE 2017 - MAY 2018, NEW YORK, NEW YORK

- Analyzed Youtube streaming data in order to best pitch creative content for multiple websites and magazines.
- Lead producer for Loudwire.com and XXL. Responsibilities included camera operating, video editing and color correction, booking freelancers, as well as camera and server maintenance.

LoveLive / Post Production Coordinator

JULY 2016 - DECEMBER 2016, NEW YORK, NEW YORK

- Oversaw workflow of production, assembled and managed edit suites, constructed and maintained channels for server uploads and backups, and regularly transcoded camera data

Luaka Bop / Production Intern

JUNE 2015 - JUNE 2016, NEW YORK, NEW YORK

- Provided production, post-production, and graphic design assistance for a renowned indie music label founded by David Byrne of the Talking Heads.

Education

Ironhack / Full Stack Development Program

OCT - DEC 2020

Emerson College / Bachelor of Arts in Post Production

CLASS OF 2016, BOSTON, MASSACHUSETTS

Seattle Central Community College/ 1 Year of HTML5 and JavaScript classes.

San Diego State University/ 1 Year of Java, and Unix classes.

Skills

JavaScript, TypeScript, React, Vue.JS, Express.JS, Nest.JS, MongoDB, AWS, REST API, CSS Animation, SVG Animation, Lottie, NPM, Yarn, Git, Github, Banner Ad Development, Node.JS, Front end Development, Back End Development, Full Stack Development, JSON, HTML5, Java, ExtendScript, Figma, Sketch, Adobe Creative Suite (Illustrator, Photoshop, XD, Media Encoder, After Effects)