

**Jacob Clapper**  
**Frontend Engineer - Gotham**

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As a creative, focused, and diligent Software Engineer, I strive to develop full stack applications that are intuitive and efficient. My background as a teacher and pianist has given me the ability to manage multiple obligations, and to collaborate as a team or work independently.

**Skills** Web Development, Front-End, Back-End, Restful API routes, JSON, JavaScript, Vanilla Javascript, React.js, HTML5, CSS3, Bootstrap, Heroku, Netlify, Fly.io, Express, liquid, Node.js, MongoDB, Mongoose, NoSQL, SQL, Python 3.7, Git, GitHub, JQuery, PostgreSQL, Trello, Postman, Canva,

## **SOFTWARE DEVELOPMENT PROJECTS**

### **Harmony Haven | Full Stack Web Application**

**August 2022**

Github: [Client API](#)

- Application that allows users to develop and practice a repertoire list communicate with their community
- Hosted on Netlify
- Wireframes and planned UI design of application using Canva
- Developed an MVP before moving to final production
- Utilized MongoDB, Express, React, and Node.js to build a full stack application with full create, read, update, delete (CRUD) operations, and API back-end and a front-end client
- Made frequent commits using Git control throughout the production of application
- Used Mongoose to define schemas for MongoDB collections
- Used seeded data for models

### **Music Lesson and Assignment Tracker | Web Application**

**July 2022**

Github

- Application that allows students to login and create a record of lessons, and assignments from there teacher
- Model information displayed with liquid.js templates
- Wireframes and planned UI design of application using Canva
- Developed an MVP before moving to final production
- Utilized MERN to build a full stack application with CRUD operations
- Made frequent commits using Git control throughout the production of application
- Used Mongoose to define schemas for MongoDB collections
- Deployed the web application to a remote server using Render

### **Memory Game | Web Application**

Github

**June 2022**

- Used Vanilla Javascript, CSS3, and HTML5 and DOM manipulation to create a memory card game that matches pictures of famous composers, rhythms, notes, or key names.
- Utilized Javascript and Vanilla Javascript in creating object oriented function

## **PROFESSIONAL EXPERIENCE**

### **All Souls Unitarian Universalist Church,**

Software Engineer, <https://www.uubraintreemusic.org>

**September 2022 - Current**

Utilized MongoDB, Express, React, and Node.js to build a full stack application with full create, read, update, delete (CRUD) operations, and API back-end and a front-end client

Deployed on Heroku, and domain hosted with Google

Continuous Integration and Development of front-end code and database

Music Director

**August 2014 - Current**

Collaborate with the minister or other service leaders in the creation of hybrid worship services.

Choose anthems and hymns, in consultation with ministers/service leaders.

Provide piano music for the Sunday services September through June.

**Curry College,** Collaborative Pianist/Private Music Instructor

**September 2016 - 2020**

Played for Choir Ensemble rehearsals and semester concerts

Taught keyboard skills such as sign reading, technique, music theory,

Introduced students to music relevant to the development of music history and piano technique.

**Duxbury Public Schools,** Collaborative Pianist/Lessons

**August 2013 - June 2019**

*Concerts and Rehearsals* (September 2013-June 2019) Music Director- Robert Judge

Weekly rehearsals and yearly concerts for High School Choruses and Middle School Choruses: (High School- Chamber Singers, Concert Choir) (Middle School -6th Grade Chorus, 7/8th Mixed Chorus and 7/8 Concert Chorus)

*Concerts-* All Choral Night, Holiday Assemblies, Spring and Fall Concerts, and concerts at venues such as Carnegie Hall, Strathmore Hall, and Disney Springs in Orlando, FL.

## **EDUCATION**

**General Assembly** *Software Engineering Immersive* (June 2022 - August 2022)

Full-stack software engineering immersive student in an intensive, 12-week, 450+ hour program focused on product development fundamentals. Developed a portfolio of individual and group projects.

**Masters of Music** *Piano Performance*, University of Florida (2013)

**Bachelors of Music** *Piano Performance*, Texas A&M University-Commerce (2011)

**Awards-** Graduate Assistantship, University of Florida