Jake Handrick

UI Designer & Web Developer from Minneapolis, MN

PERSONAL STATEMENT

Combining creativity with an analytical mindset, I consistently work to make everybody's job a little bit easier. Natural leadership and big-picture thinking make me a versatile team member who is always willing to lend a hand.

I am always learning, with the continual aspiration to design and develop web products for forward-thinking companies that advocate for healthy lifestyles and sustainable life on our planet.

SKILLS & COMPETENCIES

Adobe XD
Adobe Illustrator
Microsoft Excel
Atomic Design
UX Research
HTML & CSS
Bootstrap 4
Vanilla JS
jQuery
Grids & Layout
Responsive Design
Webflow
Dancing
"Just going for it"

LEADERSHIP & SERVICE

Eagle Scout,

Boy Scouts of America

Achieved 2016

Completed my Eagle Scout with 100+ service hours, and an additional 120+ nights of camping. For my project, I drafted plans to construct simple, 4 person dinner tables to be built and donated to Bridging. All in all, 6 tables were built by my volunteers and donated, along with the plans for future groups to use for team building projects.

National Agricultural Marketers Association,

University of Minnesota

Fall 2018 - Spring 2020

Our 2020 product, Jake & Jenny's Turkey Chips, was a fully fleshed out business proposal to make turkey chips entirely from locally sourced products. Our proposal took us to the finals in San Diego, where our team placed 10th in the nation.

Tutor,

Bancroft Elementary School

Fall 2015 - Spring 2017

I spent 10 hours a week tutoring kindergarten through third grade math and reading. Occasionally I took them to recess, which was usually a bit more of a challenge.

SPECIALITIES, HOBBIES, & INTERESTS

(In no particular order...)

Graphic Design	Backcountry Skiing	Film Photography
World Cultures	Rock Climbing	Coffee in any form
Printmaking	Trail Running	MIG Welding
Typography	Bikes (of all	Camping, anywhere
Design Theory	kinds)	and everywhere

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EDUCATION

UI/UX Professional Certificate May 2020 - November 2020

University of Minnesota, Twin Cities

B.S. Marketing & Agricultural Communications September 2016 - May 2020 (incomplete/on hold) University of Minnesota, Twin Cities

Highschool Diploma

2012 - 2016

Cretin-Derham Hall High School

RELEVANT WORK EXPERIENCE

UI Developer Intern

Reflection Sciences

08/2020 - Present (4 months) 15-20 hours per week, unpaid

Industry: Web Development, UI Design, Education

lob Responsibilites:

- Maintained website through Elementor and Wordpress
- Designed and implemented a new product page to drive online sales
- Improved SEO and readability of website by adding or editing metadata, keywords/phrases, and slug tags
- Assisted in tracking Google Analytics, used data to improve user flow through setting goals and tracking user behavior
- Improved overall Bounce Rate from 70% to below 50%.

OPERATIONS CONTRACTOR

SixSpeed

05/2018 - 09/2019 (1 year & 4 months)

~60+ hours per week

Industry: Marketing Production & Brand Management Key clients: BF Goodrich, Polaris, Evinrude, Red Bull

Job Responsibilites:

- Facilitated pack-outs for large events and photo shoots
- Efficiently organized and moved props and materials in a busy warehouse, including forklift use
- Regularly assisted on live events and with photo shoots, effectively used power and hand tools to build large event sites
- Maintained client satisfaction and comfortability at events and photo shoots
- Tracked and billed for my own hours on all projects

PRODUCTION ASSISTANT

Strait Productions

05/2014 - 09/2019 (5 years & 4 months)

~60+ hours per week

Industry: Marketing Production

Key clients: Honda, Alumacraft, Larson Boats, Evinrude, Premier

Pontoons

Job Responsibilites:

- Managed photoshoot logistics and personally handled transportation of vehicles, trailers, models, props, and photo/video equipment
- Provided all services needed by clients, photographers, videographers and project managers to maintain client satisfaction and crew morale
- Piloted the photo boat
- Stood in as a model when necessary
- Regularly traveled, averaging 3-6 days per week every summer
- Cleaned, organized, and inventoried all vehicles, props, and equipment after every shoot
- Tracked and billed for my own hours on all projects