Jake Harris

Gamer. Designer. Writer.

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# Work Experience

Web design and development, professionally, one year

# Relevant Activities

Magic: the Gathering tournament organizer for Auburn-Opelika area, two years

Active, bountiful Steam profile and a consistent inability to resist playing games in my spare time

# Skills

HTML5, CSS, and JavaScript for the web; Object-oriented JavaScript for game dev; Node.js familiarity; Strong C# and Java proficiency; Unity3D game engine proficiency; Ruby and Ruby on Rails familiarity

# Projects

Notetake, a web app for managing and streamlining notetaking for students with disabilities

CWS Expo, a web app for the web team I was a part of to use to advertise its ability and intent to recruit

Ouroboros, a revamped game of Snake

Food Fight, a simplified tactics game about becoming a chef by doing battle with your food as your army.

# Characteristics

Best: if I can see the vision of the project, I am a driven worker, passionate and motivated.

Worst: if I feel like other people aren’t in-sync with me or the vision I have, it can be difficult for me to feel comfortable letting anyone else help me.