

Jared Meier

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Skills

Ruby | Ruby on Rails | JavaScript | Node.js | React.js | Redux | jQuery | SQL | PostgreSQL | Heroku | Webpack | Git | Unity

Projects

Permanote | Ruby on Rails, React / Redux, PostgreSQL, ReactQuill, JavaScript

[live](#) | [github](#)

A note-taking app that features a rich-text editor, autosaving, and organization with notebooks and tags.

- Customized ReactQuill editor to include note autosaving, a custom formatting toolbar that dynamically shows/hides, and styling improvements for an improved and more integrated user experience
- Used a normalized, flat Redux state for faster read times, fewer re-renders, and simpler reducer functions
- Implemented tag filtering and automatic tag search when tagging notes that used client-side state associations to eliminate need for database queries
- Leveraged CSS Grid to create a responsive and clean design with independently scrolling navigation lists and collapsible sidebars

Feuding Friends | MongoDB, Express, React, Node.js, Socket.io

[live](#) |

[github](#)

Feuding Friends is an online multiplayer take on the Family Feud game show.

- Led React frontend development on a 4-person project that utilized a distributed-team Git workflow for smooth collaboration and a more maintainable code base
- Researched and implemented Socket.io on both the backend and frontend to create a synced game state that updated multiple times a second for a fluid multiplayer online experience

In a Mood | JavaScript, D3.js, Google Cloud Natural Language API, Twitter API, SVG

[live](#) | [github](#)

A simple, single-page app that answers one question: what's the current mood in New York City?

- Connected with the Twitter API to fetch real time Tweet data from NYC-area, then passed this data to the Google Cloud Natural Language API to analyze the sentiment of the Tweets
- Paired custom SVG graphic with D3.js to create a more visually interesting "mood ring" representation of the numerical sentiment rating

Experience

Operations & Support | December 2013 - Jan 2020

Giant Army

- Managed operations, communications, and support for 13-person, entirely remote, international indie video game studio that developed Universe Sandbox, a physics-based space simulator that has sold over 500,000 copies and has maintained a 93%+ positive rating on Steam
- Wrote and implemented 13 tutorials using in-house tutorial editor in Unity, improving first-time user experience
- Produced and distributed material for monthly releases, covering release notes and PR campaigns that included blog and social media posts, screenshots, videos, and newsletters to tens of thousands of followers
- Monitored and synthesized community feedback and designed and advocated for UI/UX changes based on this feedback to create a more accessible and enjoyable experience
- Organized week-long team meetup in Spain that allowed our remote team to bond and discuss the future of the team and game in a way not otherwise possible

Education

App Academy | Spring 2020 | New York, NY

Immersive full stack web dev course with <3% acceptance rate and 1000+ hours of coursework over 16 weeks.

Bennington College | Spring 2012 | Bennington, VT

