

Jared Meier

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Skills

React.js | Redux | JavaScript | Ruby | Ruby on Rails | HTML5 | CSS3 | jQuery
SQL | PostgreSQL | Heroku | Webpack | Git | Final Cut Pro | Unity

Projects

Permanote

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

Ruby on Rails, React / Redux, PostgreSQL, ReactQuill, HTML5, JavaScript, CSS3, Webpack

A note-taking app that features a rich-text editor, autosaving, and organization with notebooks and tags. Permanote is an Evernote clone.

- Made a full-stack, single-page app in two weeks that matched core functionality of original Evernote app
- Implemented ReactQuill for a lightweight, easy-to-use rich-text editor
- 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

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

MongoDB, Express, React, Node.js, socket.io, HTML5, CSS3, Heroku

Feuding Friends is an online multiplayer take on the Family Feud gameshow. Two teams of friends compete online for the highest amount of points through three rounds per game.

- Led React frontend development on a 4-person project to create a smooth user experience
- Architected code structure for backend and frontend communication and overall state
- Researched and implemented socket.io on both the backend and frontend to create a fluid online experience for multiple players
- Utilized a distributed-team Git workflow for smooth collaboration and to maintain a healthy code base

In a Mood

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

JavaScript, D3.js, Google Cloud Natural Language API, Twitter API, SQLite3, SVG, HTML5, CSS3, Heroku, Webpack

In a Mood is a single-page app that serves one purpose: reporting and recording the current mood of NYC. The "mood" is calculated by fetching the latest Tweets from the NYC area and analyzing the collective sentiment using the Google Cloud Natural Language API.

- Connected with the Twitter API and Google Cloud Natural Language API to fetch real time Tweet data and take advantage of Google's powerful machine-learning API
- Researched and used D3.js to create a clean and responsive graph of historical data
- Created an SVG icon and paired with D3.js to create a more visually interesting "mood ring" representation of the numerical mood rating

Experience

Operations & Support | December 2013 - Jan 2020

Giant Army

- Managed operations, communications, and support for a 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
- Fostered a community of devoted fans by providing excellent customer support and managing expectations

while in Early Access development with bi-weekly devlogs

- Managed a 10-person team of volunteer translators
- Produced and distributed material for our monthly releases, covering release notes and PR campaigns that included blog and social media posts, screenshots, videos, and newsletters to our 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 a week-long, international team meetup that allowed our remote team to bond and discuss the future of the team and game in a way not otherwise possible
- Managed own schedule as well as project goals and timelines
- Handled thousands of customer and technical support issues with near 100% satisfaction
- Wrote and implemented 13 tutorials using an in-house tutorial editor within Unity, improving the first-time user experience

Education

App Academy | Spring 2020 | New York, NY

Software development course with focus on full stack web development. Highly competitive and immersive with <3% acceptance rate and 1000+ hours of coursework over 16 weeks.

Bennington College | Spring 2012 | Bennington, VT

BA Liberal Arts, Literature concentration