

JASON SUTTER

FULL STACK WEB DEVELOPER

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SUMMARY

I spent over 3+ years as a technical director on animation teams where I set up animated characters for video games. I enjoyed the technical aspects of animation and decided to extend my skills to software development. After a year of self-guided, I enrolled at a coding bootcamp to accelerate my learning. Now I'm ready to join a team where I can make a long lasting impact with my creative experience.

SKILLS

TECHNICAL: Ruby, Ruby on Rails, Sinatra, HTML5, CSS3, JavaScript, JQuery, Ajax, Git workflow, RSpec, Python, Bootstrap, UI/UX

ANIMATION / FILM: Maya, Premier, After Effects, Photoshop, SketchUp

PROJECTS

- Cracking the Coding Interview:** Open Source Contributor Sept 2016
- ❖ Wrote the technical solutions for Ruby.
 - ❖ Test Driven Development, RSpec
 - ❖ Github: <https://github.com/careercup/CtCI-6th-Edition>
- Plant-Me:** Front End Developer Aug 2016
- ❖ A web app that suggests plants that is best suited for your room.
 - ❖ Minimalist and beautiful UI
 - ❖ Hackathon project: built in 24 hours using: Ruby on Rails 5.0, HTML5, CSS, and Bootstrap.
- Forked:** Front End Developer Aug 2016
- ❖ A web application that suggests recipes based on ingredients that you have in pantry
 - ❖ Forked allows you to connect with friends and view not only what recipes they are cooking, but what ingredients they have.
 - ❖ Ruby on Rails 5.0, JavaScript, AJAX, JQuery, Facebook OAuth 2, Spoonacular API, HTML5, and Bootstrap.
- Chow Source:** Full Stack Developer Aug 2016
- ❖ A web application that allows you to connect with friends and make a menu for your restaurant that is 100% user created
 - ❖ Ruby on Rails 5.0, JavaScript, AJAX, JQuery, Facebook OAuth 2, HTML5, CSS, and Bootstrap.
- Wishes:** Full Stack Developer Jul 2016
- ❖ Wishes is a platform where a user can buy and sell tweet-sized ideas. (project bidding)
 - ❖ Sinatra, Ruby, AJAX, JQuery, CAT API, HTML5, CSS, and Bootstrap.
- AvaStars:** Character Technical Director Jul 2014 - Dec 2014
- ❖ Created bones, muscles, facial shapes, and controllers (rigs), for the project AvaStars
 - ❖ Wrote automation scripts in Python
 - ❖ Collaborated closely with the animation team
- Star Wars Scene Maker:** Character Technical Director Mar 2014 - Aug 2014
- ❖ Created rigs for 3 characters in the iOS game, Disney's Star Wars Scene Maker
- The Maestros:** Character Technical Director May 2013 - Jun 2014
- ❖ Lead Rigger for the game the Maestros, a League of Legends clone
 - ❖ Created over 10 unique character rigs over the course of the project

EDUCATION

Dev Bootcamp

2016

San Francisco, CA

- ❖ Ruby, JavaScript, Git, Full Stack development , Agile practices, TDD

Academy of Arts University

Bachelors of Fine Arts Animation and VFX

2012

San Francisco, CA

EMPLOYMENT

Freelancer:

 Character Technical Director, San Francisco, CA

May 2012 - Dec 2015

- ❖ Created and managed character rigs for a variety of companies and projects
- ❖ Expertise in inverse kinematics and forward kinematics rigging for games and features
- ❖ Proficient in facial rigging as well as prop and vehicle rigging

Lyft + Uber:

 Driver, San Francisco, CA

Jul 2013 - Dec 2014