

Location: Millcreek, Utah
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GitHub: <https://github.com/jaxclark>
Portfolio: <http://jaxclark.surge.sh/>

Jax Clark

SKILLS

Frontend: React, JavaScript, ES6, CSS, HTML5, Python

Backend: Express, Axios, Mongoose, MongoDB, Node, JSON

Other: Git, Photoshop, Game Design, Maya(3D modeling), Unity, Unreal, Excel

EXPERIENCE

Asian Association of Utah, SLC – *Employment Intake Coordinator*

February 2015 – December 2017

- Interviewed new clients to understand their situation and needs.
- Assigned clients to job developers and monitored their employment status.
- Maintained digital client data in excel as well as physical client files for job developer use and yearly audits.

Random Breakfast, SLC – *Video Game Art Intern*

October 2015 – May 2017

- Painted 2D digital art assets for mobile game.
- Worked with team to develop overall design and game mechanics.

Walgreens, MillCreek – *Retail Associate & Photo Specialist*

July 2013 – January 2015

- Worked the register, answered phone calls, and assisted customers.
- Cleaned, stocked, organized and ordered merchandise.
- Printed and prepared photos, and cleaned and repaired the photo machine.

EDUCATION

VSchool – *Full-Stack JS*

October 2019 – December 2019, Salt Lake City

Accelerated Full-Stack (MERN) Javascript Curriculum.

University of Utah – *BS in Games*

January 2015 – May 2019, Salt Lake City

Game design curriculum with a focus on 3D modeling, texturing, and development.