**Jessica Bradham**

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Github: [Jessijoke](https://github.com/jessijoke) | [Blog](https://jessijokes.medium.com/) | [Portfolio](https://jessijoke.github.io/portfolio/build/)

**Software Developer**

With a background in design, I learned to code in order to meet my clients needs and deliver one stop designed and programmed web apps in my freelance work, without needing to outsource the code. I accepted tasks based on my confidence, and with each project my skill grew along with my ability to take on more complex tasks. When I started as a Technical Designer in 2011 my coding abilities were quickly realized as an asset and I was assigned increasingly complex tasks. My technical design background allows me to bring a unique perspective to the coding tasks I approach.

**TECHNICAL SKILLS**

Ruby, Rails, SQL, Javascript (ES6), React, Redux, Postgres, HTML, CSS, Sass, CreateJS, Sinatra, ActiveRecord, Photoshop, Illustrator, Adobe Animate, After Effects, Audacity, Audition, Premiere, Final Cut Pro, Github, SVN, Heroku

**TECHNICAL PROJECTS**

**Air & Space Museum** - [Github Backend](https://github.com/jessijoke/space-api) | [Github Frontend](https://github.com/jessijoke/space)  | [Github Puzzle Game](https://github.com/jessijoke/spacePuzzle) | [Live Frontend](https://jessijoke.github.io/space/) | [Demo Video](https://www.youtube.com/watch?v=YGCjb2Gyb7I&t=1s)

A public museum webpage that allows the public to get tickets for the museum attractions, and learn more about the museum.

* Utilized vanilla javascript to create a space themed background for 5 levels of depth that create a parallax effect based on the mouse position, it will also detect if you are on an android mobile device with an accelerometer and if so, create a an animated background based on the tilt of your device.
* Incorporated a Ruby on Rails API backend with restful routes.
* Created a polymorphic association for the tickets to use one model to associate with 3 different categories (ticket belongs to museum, movie theater, and cafe, since you can purchase a ticket for each).
* Created an interactive educational puzzle game that utilizes the CreateJS library.

**Pokemon Simulator** - [Github](https://github.com/jessijoke/pokemonsimulator) | [Live Project](https://pokemonsimulator.herokuapp.com/) | [Demo Video](https://www.youtube.com/watch?v=n9fnJrin_lM)

A social media style game with the ability to earn virtual currency, buy items, collect pokemon, create pokemon teams, chat on a forum, add friends, and play a game.

* Incorporated omniauth for Rails and Facebook signup and Login.
* Used the Pokeapi set up a javascript game where you can throw pokeballs (similar to Pokemon go without the swipe action, where the capture rate is based on the level of the pokemon, and the pokeball you are using), to allow users to hatch pokemon, and to create a shop where you can buy pokeballs that have different capture rates.
* Created a friend association for users via alias, allowing users to add and remove friends from their friend list.
* Utilized createJS library to create a Pokemon themed whack a mole game for users to play.
* Scope method for sorting pokemon by types for easier viewing.
* Dynamically assigned class names based on the pokemon’s type from the API to give each pokemon a custom card in the user’s view to allow users to know the pokemon’s type at a quick glance.
* Nearly fully responsive & mobile friendly with pure CSS and vanilla javascript (one page needs to be finished).

**Medigrowth** - [Github](https://github.com/jessijoke/medigrowth) | [Live Project](https://medigrowth.herokuapp.com/) | [Demo Video](https://www.youtube.com/watch?v=juz9LJxcIYs)

MediGrowth is a web portal that allows patients with chronic conditions to track progress/new medications and view their progress through charts over time. It also allows doctors to view their patients charts.

* Built a secure signup/login with Ruby & Sinatra using ActiveRecord and BCrypt
* Created a fully responsive & mobile friendly frontend with pure css and vanilla javascript.
* Incorporated Chartkick (utilizing the chartjs library) to allow users and doctors to visualize data entered over time.
* Implemented protected views so patients can only view their own data, and doctors can only view data of patients who have added them as a physician.

**EXPERIENCE**

**School Zone Publishing** Grand Haven, Michigan

Technical Media Production Specialist & Designer 11/2011 - Present

* Incorporated javascript into our read-along ebooks for itunes, programming a series of multimedia ebooks with interactive elements that included drag and drop functionality, sound, video, and sprite animation.
* Developed web games for our kid’s reward program based on a script I knew well, and was able to easily build template games for that other designers could take and replace the graphics in to export new versions of the games without (or with very minimal) knowledge of coding.
* Prototyped web designs using Bootstrap so they could go on to the programmers to be implemented with backend.

**Kendall College of Art & Design** Grand Rapids, Michigan (remote since 03/2020)

Adjunct Professor 08/2016 - Present

* Taught a class of 8-15 students basics in interaction design principles, ux design, javascript, and html5 canvas.
* Taught classes of 8-15 students basics in animation, motion graphics, print design.
* Guided senior student’s in their thesis projects for web design, animation, storyboarding, and 3D modeling.

**Curly Host LLC** Grand Rapids, Michigan (remote)

Web Development Intern 01/2020 - 04/2020

* Set up web pages based on wireframes and flat designs using Wordpress and content building plugins.

**Freelance Programming and Design** Michigan (remote)

Gameland4Girls.com, Powerpets.com, Design Force, Innerworkings 01/2004 - Present

* Programmed web games, and banner ads on a freelance basis
* Designed, Illustrated and animated web ads, game art, posters, and social media posts

**Kendall College of Art & Design** Grand Rapids, Michigan

Web Lab Student Employment 08/2010 - 06/2011

* Worked as a student making modifications to the school’s student showcase website making minor changes to the layout, and updating content.

**EDUCATION**

**Flatiron School** Muskegon, Michigan

Full Stack Web Development, Ruby on Rails and JavaScript program 10/ 2020 - 08/2021

**Kendall College of Art & Design of Ferris State University** Grand Rapids, Michigan

Bachelor of Fine Arts (B.F.A) - Digital Media Major 07/ 2011

* GPA: 3.83
* Graduated with Academic Honors
* President’s List