

Jason Harrel

Full Stack Software Engineer / Creative Services Professional

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Technical Projects

Eventfox Management // Live Demo | Github

Full-stack event production application // Ruby on Rails

- ▷ Once logged in, user can set project tabs and assign individual tasks by team members.
- ▷ Each user can see their individual tasks as well as an overview of the team's tasks.
- ▷ Individual users can complete their assigned tasks as well as delete them from the system if desired.

Sports Website // Live Demo | Github

A full-stack website for a sports team // React, Firebase

- ▷ A Front-end designed sports site for fans to view the teams schedule, roster and enter a contest to win an item.
- ▷ Admin dashboard with the ability to enter the team's schedule, results and team roster.
- ▷ Firebase API used to store information for the backend.

Movie Database // Live Demo | Github

A user-friendly movie search app // React, Firebase, The Movie DB API

- ▷ Built an app allowing movie fans to search for their favorite films and find information including the cast, movie budget and score of the film.
- ▷ Used The Movie DB for my backend API

Real-time Chat // Live Demo

Real-time chat Application // React, Firebase

- ▷ Users can chat between one another in real-time.
- ▷ Users can send images and direct messages to one another.
- ▷ Firebase API used for backend storage.

Experience

Pitchcast Operator // Major League Baseball

San Francisco, California // 03/2019 - 09/2019

- ▷ Ran the live strikezone, 2D pitchcast elements and replay products remotely during live MLB games.
- ▷ Communicated with broadcast teams on site regarding adjustments and issues that arise.
- ▷ Logged data and information throughout the games to capture pitch movements
- ▷ Conceptualized game flow and adjust when needed.

Assistant Director Creative Services // UC Davis Athletics

Davis, California // 08/2018 - 01/2019

- ▷ Acted as the departments digital point of contact for the departments numerous sports conferences.
- ▷ Shot, edited, distributed special projects as needed by the universities many marketing departments.
- ▷ Updated web content including splash pages, player bios, team schedules.

Production Manager // Quad Cities River Bandits

Davenport, Iowa // 01/2018 - 08/2018

- ▷ Directed and produced over 70 Minor League Baseball and college athletic baseball games.
- ▷ Partnered with local news outlets to distribute game footage and other special requests as needed.
- ▷ Acted as the clubs web developer creating all aspects of team roster, schedule, post game recap logging, photos and more.

Skills

Programming Languages

JavaScript (ES6), HTML, CSS/Sass, GraphQL, Python

Libraries & Frameworks

jQuery, React, Gatsby, Node.js, Express, Jekyll

Tools & Platforms

Git, Webpack, Netlify, Heroku, Wordpress, Firebase

Design

Premiere Pro, After Effects, Illustrator, InDesign, Cinema 4D, Sketch, InVision, InDesign, XD

Education

Flatiron School

Software Engineering Intensive Bootcamp // November 2019

Savannah College of Art & Design

M.S. Motion Media Design // November 2019