Jason Harrel

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Github | Website | Linkedin

Experienced in Ruby on Rails and JavaScript based programming with a background in Creative Services. Possess strong skills in project management and design that helps design and production companies drive results to clients.

Programming Languages

Ruby, JavaScript (ES6), CSS/Sass, HTML

Libraries & Frameworks

Ruby on Rails, React, Gatsby, Node.js, Express, Jekyll

Tools & Platforms

Git, Webpack, Netlify, Heroku, Firebase

Design & Video Production

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

TECHNICAL SKILLS

Front-end Development, Back-end Development, Ruby, Ruby on Rails, JavaScript, ReactJS, NodeJS, HTML, CSS, Video Production, Motion Graphics, Graphic Design, Premiere Pro, After Effects, Photoshop, Illustrator

TECHNICAL PROJECTS

Eventfox Management - Ruby on Rails | Ruby on Rails API | Github | Live Demo
Full-stack event production application
- Once logged in, user can set project tabs and assign individual tasks by team members.
- Each user can see, mark their individual tasks complete, delete tasks and see an overview of their team's tasks.

Sports Website - React | Firebase DB | Github | Live Demo
A full-stack website for a sports team
- 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 - React, Firebase DB, The Movie DB API | Github | Live Demo
A user-friendly movie search app
- 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 - React, Firebase DB | Live Demo
Real-time project chat application
- 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
- Set up graphic rendering software to calibrate on-site cameras and monitored multiple broadcast feeds to catch errors.
- Served as point person for broadcast teams if issues should arise and escalated as needed.

Assistant Athletic Director, Creative Services, **UC Davis**, Davis, California   08/2018 - 01/2019
- Updated department's web presence through splash pages, site content and back-end upkeep.
- Served as the Creative Director for the athletic departments 26 athletic teams including graphics and video.
- Created and distributed digital and print graphic needs to support the Athletic department.

Production Manager, **Quad Cities River Bandits**, Davenport, Iowa   01/2018 - 08/2018
- Worked with MiLB on complete site redesign including page layout, updating front-end code.
- Maintained the sites back-end to keep updates on players stats, game results, article uploads.
- Directed and produced over 70 Minor League Baseball and college athletic baseball games.

EDUCATION

Flatiron School   2019
Full Stack Web Development

Savannah College of Art and Design, Savannah, Georgia   2017
Master of Science (MS), Motion Media Design

Western Oregon University, Monmouth, Oregon   2015
Bachelor of Science, (BS), Communications