# **Jason Harrel - Full Stack Developer**

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Dedicated fullstack developer always learning and expanding technical skills including JavaScript, React, and Python. Eager to apply my creative problem-solving and curiosity aiming to transform how users gain their information.

#### Skills

- **Software Development:** HTML, CSS, JavaScript, React, MongoDB, Express, Java, TypeScript
- Creative Services: Adobe Creative Suite, ROSS Systems, Chyron Click Effects, Newtek Tricaster, Web Design & Motion Graphics

# **Projects**

Gideon Rogue Productions: Live Site | Backend | Github

- Description: Concert promotion company managing multiple venues around a city
- Built with: NEXT.JS, TypeScript, Flask
- **Deployed with:** Vercel (frontend) & Render (Backend)

Cat Collector: <u>Live Site</u> | <u>Github</u>

• Description: Fullstack application to keep track of your furry friends

Built with: DjangoDeployed with: Heroku

Real Time Chat: Live Site

Description: A real time chat application.
Built with: React, Firebase, Socket.io

Magic: The Gathering League: Live Site | GitHub

Description: A Magic: The Gathering database.

• Built with: HTML, CSS and JavaScript

Attack of the Zombies: Live Site

• **Description:** A team builder video game.

• Built with: React

# **Creative Services Experience**

NBC Sports Bay Area/California, San Francisco, Calif. January 2020 - September 2023

Multi-Platform Video Editor

- Produced, shot, and edited video content for NBC Sports Bay Area/California.
- Created and managed social media content for YouTube and Twitter.
- Assisted Associate Producers in scriptwriting and rapid story turnaround.
- Supported on-site Pre/Post Game shows and trained new editors.

Assistant Director Creative Services.

- Produced digital print and video content for 26 athletic teams.
- Managed conference communication needs as the primary point of contact.
- Shot, edited, and distributed special projects assigned by the university.
- Compiled football season travel footage for promotional use.

# Major League Baseball, San Francisco, Calif.

2019 Season

Pitchcast Operator

- Operated live strike zone and 2D pitchcast elements during MLB games.
- Coordinated with on-site broadcast teams to address adjustments and issues.
- Logged game data to capture pitch movements and adjusted game flow as needed.

## **Quad Cities River Bandits, Davenport, Iowa**

January 2017 - August 2018

Production Manager

- Executed sponsorship agreements through external and in-game video spots.
- Managed all home game broadcasts via <u>MiLB.tv.</u>
- Designed on-air graphic packages and website content.
- Launched social media campaigns highlighting team and community aspects.

#### **Education:**

#### **Western Governors University, Remote**

Anticipated Graduation: January, 2025

B.S. Computer Science

# General Assembly, Remote

2024

Software Engineering Bootcamp

#### Savannah College of Art and Design

2015

M.A. Motion Media Design

# **Western Oregon University**

2012

B.S., Communications with Sports Management minor