Jason Harrel - Full Stack Developer

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Github

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

Magic: The Gathering League: Live Site | GitHub

- **Description:** A Magic: The Gathering database.
- **Built with:** HTML, CSS and JavaScript

Shopping Cart: Live Site | GitHub

- **Description:** A React shopping cart
- **Built with:** React

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.

UC Davis, Davis, Calif.   *September 2018 - January 2019*

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 MiLB.tv.
- 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.A. Computer Science

General Assembly, Remote   Anticipated Graduation: December 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