Jason Harrel

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Full Stack Developer | Editor

Dedicated full stack developer with a passion for continuous learning and expanding technical expertise including JavaScript, React, and Python. Creative problem-solver with a curiosity aiming to transform how users access and interact with information. Focused on delivering seamless, efficient, and intuitive digital experiences utilizing a combination of technical proficiency and user-centered design.

Software Development

HTML | CSS | JavaScript | React | TypeScript | Python | React | NextJS | Flask | MongoDB | Express | Java

Creative Services

Adobe Premiere Pro | Adobe After Effects | Adobe Photoshop | Adobe InDesign | Adobe Illustrator | ROSS Systems | Chyron Click Effects | Newtek Tricaster

Skills

Creative Problem Solving | Transformative Curiosity | Video Editing | Chat Application | Social Media Management | Script Writing | Sponsorship Agreements | Venue Management

Projects

Gideon Rogue Productions: Live site (https://gideon-rogue-productions.vercel.app/) | Backend (https://gideon-rogue-productions.onrender.com/ | Github (https://github.com/jharreldesign/Gideon-Rogue-Productions)
- **Description:** Concert promotion company managing multiple venues around a city.
- **Built with:** NEXT.JS, TypeScript, Flask.
- **Deployed with:** Vercel (frontend) & Render (Backend).

Real Time Chat: Live Site (https://react-slack-clone-80647.firebaseapp.com/login)
- **Description:** A real time chat application.
- **Built with:** React, Firebase, Socket.io

Magic: The Gathering League: Live Site (https://mtgleague.surge.sh/) | GitHub (https://github.com/jharreldesign/MTGLeague)
- **Description:** A Magic: The Gathering database.
- **Built with:** HTML, CSS and JavaScript.

Attack of the Zombies: Live Site (https://attackofthezombies.surge.sh/)
- **Description:** A team builder video game.
- **Built with:** React.

Creative Services Experience

NBC Sports | Bay Area | San Francisco, CA   **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 from conceptualization to delivery.
- Delivered rapid story scriptwriting turnaround while partnering with Associate producers.
- Supported on-site Pre/Post Game shows
- Trained and mentored new editors, creating a collaborative environment to ensure accuracy, consistency and success in results-driven content.

UC Davis | Davis, CA   **September 2018 - January 2019**
Assistant Director Creative Services
Produced digital print and video content for 26 athletic teams and 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

Bachelor of Science (B.S.) | Computer Science | Anticipated January 2025
Western Governors University, Remote

Software Engineering Bootcamp | General Assembly, Remote | 2024

Master of Art (M.A.) | Motion Media Design | Savannah College of Art and Design

Bachelor of Science (B.S.) | Communications with Sports Management Minor |Western Oregon University