Jacob Moore
Full Stack Web Developer

Passionate Software Developer specializing in Web Development. Proficient with JavaScript, Node, Vue, Meteor, SQL, HTML, and CSS, as well as the ability to communicate effectively in a team setting, and possessing a strong willingness to learn from others.

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WORK EXPERIENCE

Full Stack Web Developer
Software Alternatives

11/2018 – Present   *Sioux Falls, South Dakota*

Software Alternatives is a premier resource for Enterprise Software Solutions.

Achievements/Tasks

- Maintained and built upon multiple in-house applications constructed with PHP, Vue, Node, Express, and SQL.
- Managed all SEO techniques and increased web traffic across all sites using our in-house ecommerce platform.
- Communicated directly with clients about progress and concerns.
- Rewrote part of the ecommerce platforms user authentication system to encrypt sensitive data and increase web security.
- Led all front-end development for the rewrite of an existing in-house built ecommerce platform to move towards a more current and stable architecture.

Software Development Intern
CompanyWide

03/2018 – 09/2018   *Boston, MA*

CompanyWide is a SaaS platform for construction industry career building

Achievements/Tasks

- Made use of JavaScript, Meteor, HTML, CSS and MongoDB to create and improve website features.
- Utilized the Google Maps API to create a map and plot the locations of current job listings based off of the longitude and latitudes gathered with the Geocode API .
- Developed various custom HTML templates that are emailed to companies and workers.
- Worked in an Agile environment development cycle with a team of 5 developers both on site and remotely.
- Integrated the Stripe payment system to charge users for job postings along with the functionality to refund payments.

EDUCATION

Bunker Hill Community College
Computer Science

2015 – 2016   *Boston, MA*

The Odin Project
Open source web development curriculum 🔗

01/2017 – 02/2018

SKILLS

`Javascript` `Node` `React` `Meteor` `Vue` `PHP` `MongoDB` `SQL` `HTML` `CSS` `Git` `Responsive Design` `Linux` `Windows` `Mac`

PERSONAL PROJECTS

Chess
- Wrote a fully functional two-player command line version of chess in Ruby. Implemented advanced game mechanics such as pawn promotion, castling, el passant.
- Project repository: https://github.com/jmooree30/Chess

Precision Reloading Single Page Checkout
- Developed with Vue, this application replaced an existing checkout page with better error handling, shorter checkout times, and increased analytics.
- Demo at: https://www.precisionreloading.com/checkout

Space Invaders
- A top-down arcade style shooter game built with Javascript and the canvas API. Game features include collision detection, scoring system, sound effects, and parallax background.
- Demo: https://jmooree30.github.io/canvas/

Portfolio
- The website showcases my programming skill set, blog posts, GitHub contributions, and hobbies. The sites frontend was built with React and communicates with a REST-API constructed with Nodejs and Express.
- View site: https://jacobmoore.netlify.com/

Facebook Clone
- The project is written with the Ruby on Rails framework. All user authentications were done using Devise with added Sign in functionality, implemented using OAuth for further authorization protocols. Features functioning profile page with avatar, and news feed with all major expected functionalities of its predecessor included.
- Demo: https://fast-citadel-52170.herokuapp.com/

ACHIEVEMENTS

The Odin Project (01/2017 – 02/2018)
I completed 57 different coding projects and finished 100% of the curriculum's material in less than a year while maintaining a full-time job. I am exceptionally proud of this accomplishment and now hold a position as one of the core team members, playing a role in all current and future development of the curriculum.