Jordan Ackerman

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SKILLS   React, Redux, Ruby, Ruby on Rails, Javascript, jQuery, SQL, Git, HTML5, CSS3, AWS, Firebase, WordPress

PROJECTS

CumulusNote (Rails, React, Redux, HTML5, AWS and CSS3)   Live Site | Github
A fullstack single-page social music app where users can upload songs, listen to other users songs, create profiles and comment on songs.
- Created a custom playback bar that utilized AWS linked files to allow users to play user-uploaded songs globally across the site.
- Utilized AWS and CSS3 to implement a song upload form that allows users to add their own songs to the site.
- Used a combination of Rails API routes and jbuilder to create a nested data structure to efficiently bring information to the front-end of the site.
- Leveraged React and CSS3 to design a user profile page, allowing other users to explore that users uploaded music.
- Developed a landing page, that allows both logged in users and visitors to instantaneously explore the most recently uploaded music.

ActionBoxd (Javascript, HTML, CSS3, MongoDB and React, Redux, Docker)   Live Site | Github
A MernStack single-page social media app that allows users to rate, review and mark films as watched.
- Developed an administrative dashboard that allows admin users to add Actors and Films rapidly and without having to touch the raw MongoDB data.
- Oversaw the development of the application, approving 95% of all merge requests and helping- the team layout all components to verify smooth integration.
- Created a system to aggregate user ratings to display an average star rating on the landing page of the site, utilizing Javascript, HTML and CSS3.
- Engineered the user profile page and the three different views that users can experience with a combination of React, HTML and CSS3.

QuackerClicker (Javascript, HTML, CSS3 and Firebase)   Live Site | Github
A Javascript single page incremental game where users click the duck to gain quacks and then use those quacks for upgrades.
- Created the game from scratch, developing the duck and goose graphics with Adobe Illustrator.
- Engineered a system using Javascript, HTML and CSS3 to manage upgrades and auto-quackers based on in game conditions.
- Developed an achievements system that included both menus to view the achievements/ new ducks and a popup ingame to allow users to see when they unlocked a new duck.
- Deployed the game using Firebase and then after promoting the game on Reddit, used the included analytics to keep track of user interactions.

EXPERIENCE

Disney Photo Imaging (The Walt Disney Company), *Guest Support* Orlando, FL   2016-2019
- Worked as part of a team to develop an interaction notation system that was utilized by the team for over three years.
- Created tools that have assisted in reducing interaction times for lost photos associated with RunDisney Races, utilizing Excel and an algorithm to pinpoint guests location on the race-course.
- Founded a team that assists with peer to peer development.

Walt Disney World (The Walt Disney Company), *Monorail Pilot*   Lake Buena Vista, FL   2015-2016
- Safely and efficiently transported up to 360 guests at time.
- Assisted guests in safe boarding and disembarking of the train.
- Participated in many train evacuation simulations, which provided our area with valuable learning experiences.

Self Employed, Freelance Multi-Media Specialist Boca Raton, FL   2014
- Created and managed websites for multiple brands and familiarized the staff with the use of Word Press and ecommerce tools.
- Photographed products for implementation into a web store.
- Envisioned and developed marketing campaigns to align with major events and seasons.

EDUCATION

App Academy   New York, NY   2019
- 1000-hour immersive full-stack web development intensive with <3% acceptance rate
- Teaches full-stack web development: Rails, SQL, JS, React, TDD, algorithms, design patterns, and programming best practices.

Lynn University   Boca Raton, FL   2008-2012
- Achieved a Bachelor of Arts in Film.