

Jason Brewer

Midvale UT, 84047

801-824-1608

jabrewer818@gmail.com

github.com/jradness

linkedin.com/in/jbrewer3

www.jradsworld.com (Personal Portfolio)

Summary

My combined experience in sales, software development and design, has allowed me to communicate clearly with both teams and clients, and accurately design software and UI that work seamlessly together.

Skills

- JavaScript
- AngularJS
- Web Development
- HTML5
- CSS3
- Bootstrap
- Node.js
- MongoDB
- Git
- jQuery
- Mongoose
- Scrum
- Illustrator
- Photoshop
- Responsive Design
- Graphic Design
- Wireframes
- Project Management
- Balsamiq Mockups
- User Stories/Flows
- Trello
- Mobile Applications
- CRM
- Team Leadership
- Team Building
- Training
- Entrepreneurship
- Sales Management

Experience & Education

CirrusOps- Contract Software Developer

June 2015 – Sept 2015

Built an HTML5 web app, "Photo Manager". I designed, developed and tested both front end and backend.

Technologies include:

- Angular
- Bootstrap
- Node.js
- MongoDB
- Express
- AmazonS3 integration
- Mandrill (MailChimp email API)

Spingo/Internship- Front End (AngularJS) Developer

June 2015 – July 2015

I mentored with a senior developer working on the following features for Spingo's Event Engine:

- Helped create a design layout and ng-states for a client portal to Spingo
- Helped create a tool for a client based photo function that crops points of interest on an image. This required math calculations for pin location on image and mouse events for on/off clicks and mouse move events.
- Gained a deeper understanding of Git

MEAN Stack Developer Course

- Built an online simultaneous, Multiplayer, Multi-sessions, “Rock, Paper Scissors” Game using-HTML5, Javascript, node.js, express, jQuery
- Built shopping cart web app. When a user adds items to cart it updates immediately with current \$ total and items. Built using- AngularJS, HTML5, Bootstrap, CSS3, Javascript, http requests
- Built responsive website representing the Town of Anadyr using- AngularJS (including ngRoutes), Javascript, HTML5, CSS3, Bootstrap.
- Built interactive fan site for Mortal Kombat using- AngularJS, http, HTML5, CSS3, Bootstrap
- Built a twitter styled web app that allows users to post tweets and view and delete personal tweets using- AngularJS(including ngRoutes), http, HTML5, CSS3, Bootstrap

Lead Project Manager & Sales at Fryza LLC

March 2012 - June 2013

Mobile App/Game Designer- I created and designed mobile applications for iOS and Android. I transformed ideas and concepts into fully functional applications.

- Created UI Design & Written Requirements for the Yellow Pages mobile. I designed this app for iOS, Android, Blackberry & created the front end and backend Web UI for users and Admin.
- Lead Project Manager for the Yellow Pages mobile App
- Designed an Advergame for BioFire Diagnostics
- I have designed (UI & Written Requirements) for 8 games & 9 productivity apps, including apps that had websites and backend Admin portals.
- Executed self-created marketing campaigns in efforts to find new cliental interested in app development. I worked with individuals and companies to discover the best software solutions for their needs.
- Organized and executed internal and client app marketing campaigns to increase product awareness.
- Created and launched an internal Marketing Campaign in aid of the HeroTM App endorsed by Elizabeth Smart.

Regional Manager at Trickedout Accessories

March 2008 - March 2012

I worked selling accessories for phones and quickly became intrigued by the power and possibilities of smart phone apps. I started studying app development and began building free and commercial (sellable) themes for iPhones available on 3rd party markets.

- Gained a mass knowledge about smart phones and technology
- Managed 4 locations, 3 managers and 15 employees.
- Through hard work and goal setting I built the top-grossing region in the company
- My teams hit record numbers in which many of these records still stand today.

Projects

PhotoManager (HTML5 Web App)

July 2015

- This app is used to manage client photos. They are able to upload photos to the app (Saved to AWS), tag, search, email and download photos from the app.
- I drafted the written requirements, wire-framed the app and then developed both front end and back end. I used a Mandrill API for email function.

zNitro (iPhone & Android App)

March 2015

- UI Design, Content creation, eCommerce store setup (Web/Mobile), Graphic Design, Project Management.

ZBees (iPhone & Android App)

February 2015

- UI Design, Content creation, eCommerce store setup (Web/Mobile), Graphic Design, Project Management.

Positive Vibrations (iPhone App)

June 2013

- Designed UI & Written Requirements, Spliced art assets for dev team, Project Management, App submission to iTunes App Store, QA testing to ensure app stability

FilmArray Frezny (iPhone & Android Game App)

April 2013

- Designed UI & Written Requirements, Spliced art assets for Dev team, Some Graphic Design, Project Management, QA testing to ensure app stability

Hero™ App (iPhone & Android Game App)

May 2013

App was built to help prevent child abduction, and people in danger. The app is endorsed by Elizabeth Smart.

- QA testing, Marketing Campaign