

Jacob Roger-Gordon

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SOFTWARE SKILLS[SOFT]

React, Redux, Ruby, Rails, Javascript, HTML, CSS, SQL, DOM, Mailchimp, Zendesk, Stata, R, jQuery

Personal Networking, Client Interfacing, Office Management, Digital Communications, Addiction Counseling, Voice Acting, Conversational Spanish, Digital Communications.

PROJECTS

SLUMBR (Rails, , ReactJS, React-Redux, React, JS, JavaScript, CSS, DOM, HTML,)

[live](#) | [github](#)

Slumbr is a single page tumblr clone made using a rails backend and react-redux frontend, with posts, likes, comments, and follow functionality

- Built a custom modal React component, which conditionally renders based on user actions to maintain an intuitive and seamless user experience.
- Integrated AWS into Rails backend for better scalability reducing load times and media queries.
- Executed full user authentication to persist session and utilized React Router to ensure validations and protection of user content.

GET FIT (MongoDB, , ReactJS, React-Redux, React, JS, JavaScript, CSS, DOM, HTML)

[live](#) | [github](#)

Get Fit is an workout planning app that uses a MongoDB backend to help users design and create workout routines

- Spearheaded a team of fullstack developers to fully develop a MERN stack app.
- Created a dynamic interactive splash page with multiple html elements styled intricately along with css hover elements, among others.
- Demo login functionality with detailed user auth protections allow users to sample the site or create a personal profile.
- Consistently used git workflow to coordinate separate team members coordinating to the same repo

MERCENARY MAYHEM (JS, JavaScript, DOM, CSS, HTML)

[live](#) | [github](#)

Mercenary Mayhem is a turn-based game built with JS. An intelligent enemy AI chases the player and the player must evade the AI

- Developed game using the principles of Object Oriented Programming (OOP) to delineate responsibilities in encapsulated classes for better management of errors and future features.
- Implemented Web Audio API to enhance game-play experience by linking sound effects to player inputs.
- Used multi nested 'if' statements to create an enemy AI that reacts to the player.

EXPERIENCE

Head Writer/ Voice Actor

Audiogasmic LLC

2020 - Present

- Pitch, research, write, and produce segments for a weekly entertainment and current events podcast.
- Major focus on using social media to conduct research and interface with the listener community.
- Collaborate with the Station Manager and writing team for planning, scheduling, and coordinating shows.
- Perform an intermittent satirical on-air role.

Customer Service Specialist

Daily Racing Form

2018 - 2022

- Onboarded as an intern in 2018. Promoted to Customer Retention Specialist after providing analysis that saved \$100,000+
- Manage 50+ high-profile customer accounts and follow up on escalated customer issues.
- Oversee advertising accounts and work closely with the VP of marketing to onboard new advertisers.
- Facilitate mass-market email communications, hand-coding HTML for newsletters that went out to our full database.

EDUCATION

Web Development - App Academy | Winter 2022

BA Economics - Pace University | 2016 - 2020