

JOSE STRICKLIN

SOFTWARE DEVELOPER

SUMMARY

Skilled and passionate creator seeking to grow and create in a forward thinking, creative environment. My specialties include front end web-development with a focus on front-end frameworks, software application development, and design element and asset creation for use in interactive applications

CONTACT

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☎ 7189160168

in stricklinj/

🌐 jstricklin

SKILLS

HTML
CSS
JavaScript
Node.JS
PostgreSQL
Knex
C#
Git/GitHub
Bootstrap
React.js
Vue.js
Heroku
Firebase
Cypress
Express
AJAX
Unity3D
Blender
3DSMax
Maya
Adobe Photoshop
Adobe Illustrator

EMPLOYMENT

Apple

Specialist

Denver, CO

Nov. 2012 to June 2018

- Assisted high volume of customers with troubleshooting, training, repair, and sales while demonstrating a strong attention to detail and time management
- Demonstrated and maintained a strong understanding of new tech in order to provide various levels of in-store support
- Handled valuable inventory in an fast paced retail environment with famously high standards of accountability

Ogilvy & Mather

Graphics Assistant

New York, NY

Aug. 2006 to Apr. 2009

- Assisted editors with content creation and modification to fit various production needs
- Ensured delivery of important documents and parcels to various partner agencies in the city
- Animation of various motion graphics for internal pitches to meet client and editor specifications

PROJECTS

Menu Drawer

A GitHub repo to my Capstone Project for Galvanize's Web Dev Immersive Program. Built for iOS with React Native for the front-end, FireBase for their Serverless Cloud Database, and Auth0 for user authentication

RoverWatch

RoverWatch is a website that allow users to peruse photos taken by the NASA Mars Rovers by date. Built using HTML/CSS, Javascript, Vue.js and Bootstrap

Mancala 2-Player Prototype

Prototype Mancala 2-player Web Game built using C# and the Unity3D Engine. Assets built and prepared for interactive use with Blender3D

EDUCATION

Galvanize

Web Development Immersive

June 2018 to Current

3D Training Institute

3D Production Training Program

June 2006 to July 2007

Frontrange Community College

Studies focused on Graphic Design/Illustration

Aug. 2004 to Apr. 2006