

# Jack Fischer

## Full-Stack Web Developer

Remote/Miami Beach, FL | [letsbuild@jackbuildstech.com](mailto:letsbuild@jackbuildstech.com)  
<https://jackbuildstech.com> | <https://github.com/sunspla-sh>

## Summary

I do tech. Visit my personal site <https://jackbuildstech.com> for a summary of my projects and experience. Everything listed on this resume can also be found on my personal site, which has a better user experience and user interface than this piece of paper... you can also see my video resume here: [https://youtu.be/Di2Bl9fSh\\_E](https://youtu.be/Di2Bl9fSh_E)

## Tech Skills and Theory

### Front-End Web Development

JavaScript, Single-page Applications (React), GraphQL, HTML, CSS, SASS, TailwindCSS, Mobile-first (Responsive) Design, D3, GeoJSON, TopoJSON, JSON, XML, Vite, Chrome Extensions (CRXJS), npm, pnpm, Open Graph Protocol, Websockets (Socket.io)

### Back-End Web Development

Node.js, Web Application Frameworks and APIs (Express), Databases (MongoDB, PostgreSQL, SQLite), ODMs and ORMs (Mongoose, Sequelize, Prisma), GraphQL, Unit Testing (Jest), Puppeteer, Nodemailer, Email Templating (Handlebars), Websockets (Socket.io), MVC architecture, npm, pnpm

### DevOps and Tooling

Version Control (Git), CI/CD (TravisCI), Cloud Infrastructure (DigitalOcean, AWS, Fly.io, Heroku), Docker, Kubernetes, Linux, Monorepos, Bundlers and Build Systems (TurboRepo, Rollup), Postman

## Experience

### Full Stack Web Development Instructor

*Ironhack* (<https://ironhack.com/>)

March 2022 - January 2023

- My former students collectively earn roughly \$800,000-1,000,000 in annual income as junior web developers (or similar tech jobs) with an average salary in the \$50,000-60,000 range (representing a 50-100% increase in annual income for most of them, because they primarily came

from a hospitality or retail service background)

- Taught 4 cohorts of students to use modern, full stack web development technologies such as the following: HTML, CSS, JavaScript, Mobile-first (Responsive) Design, Express, Handlebars, Databases (MongoDB), ODMs (Mongoose), Single-page Applications (React), Version Control (Git and Github), Unit Testing (Jest), Deployment, etc.

### **Failed Startups - Multiple Attempts** *Failed Startups*

**September 2021 - February 2022**

- Rejected from YCombinator with first moonshot idea - converting dry oil wells to geothermal wells - the idea was capital-intensive and we had no clear path forward (and no cash), so my co-founders returned to their jobs
- Continued on solo with second idea - scuba diving booking software-as-a-service - I tried to be smarter this time and pre-sell based on UX/UI wireframes before building it, but failed to find product-market fit (basically I ran out of savings)

### **Gap Year - Spanish Language** *Playa Del Carmen (Mexico), Austin TX, Denver CO, Salt Lake City UT*

**August 2020 - August 2021**

- Studied Spanish in Mexico to a tested level of CEFR Level B1 - Intermediate (Level B1 is high enough to gain entrance to some universities in Spain such as [Universidad Complutense Madrid](https://www.universidadcomplutense.es/) while others require B2)
- Spanish exam credential can be independently verified at the following website (<https://siele.org/en/comprobar-certificado>) using my credential ID: `li3knEHpdkjrFuagvJ7RA==`
- Learned to scuba dive and earned both Open Water and Advanced Open Water Diver certifications through PADI (Professional Association of Diving Instructors)
- Tried living in various US cities (1-2 months per city) to determine if I wanted to settle in any of them long-term

### **Front-End Web Developer (Contractor)** *Carnival Cruise Line (<https://carnival.com/>)*

**April 2019 - July 2020**

- Built various front end sections of the carnival.com site including updated versions of the checkout review page within the booking engine, mobile menu, modals, banners, sliders etc
- A/B tested code and toggled features using Optimizely to verify that newly coded sections of the site increased overall customer conversions/revenue

## Projects

- 1) **JobAppTrack** (<https://jobapptrack.com>)  
(<https://github.com/sunspla-sh/simple-job-app-tracker-react>)

As a coding bootcamp instructor, I saw my students struggle to apply for jobs and track their stages in the interview process. I built this job application tracker web app and chrome extension for them using modern web technologies.

Technologies Used:

*Docker, Vite, React, CSS, JavaScript, Prisma, SQLite, Node.js, Express, Nodemailer, Handlebars, Open Graph Protocol, CRXJS, pnpm, TurboRepo, Socket.io (Websockets), Fly.io*

- 2) **GitBoxDraw** (<https://gitboxdraw.com>)  
(<https://github.com/sunspla-sh/github-commit-text-generator>)

This app allows you to create art with your Github commit graphs by selecting individual git commit dates from a user interface. It then auto-generates a bash script which you can run in your terminal to create the desired commits, which you can then push to a Github repository.

Technologies Used:

*Vite, Sass, HTML, JavaScript, Open Graph Protocol, Node.js, Rollup, JavaScript Obfuscator (Rollup Plugin), npm, DigitalOcean*

- 3) **IPomg** (<https://ipomg.com>)  
(<https://github.com/sunspla-sh/ipomg-static>)

Find your IP address and approximate geolocation with this static site and free API. My goal with this project was to try out TailwindCSS (which exploded in popularity over the past couple of years) and also Maxmind's free GeoLite2 geolocation database.

Technologies Used:

*Vite, TailwindCSS, HTML, CSS, JavaScript, MaxMind GeoLite2 DB, Node.js, Express, npm, DigitalOcean*

- 4) **CommandLineCartography**  
(<https://github.com/sunspla-sh/command-line-cartography-practice>)

Learn to make a population density map of your state. The Github repository contains a condensed set of instructions and commands. There's a much larger and more detailed tutorial written by @mbostock on Medium.com,

who originally created the process for the state of California, which I later adapted for Florida.

Technologies Used:

*D3, GeoJSON, TopoJSON, pnpm, U.S. Census Bureau Data*

## 5) S Tier Web Dev

(<https://www.youtube.com/playlist?list=PLgF6apjFR9o2o9B4oo6e8qpNV7qUC-bUD>)

Video lessons covering the basics of web development on YouTube and a course website using Podia. Currently ~30 lessons are finished (and free) out of several hundred planned lessons. The lesson creation process is time-intensive, requiring ~4 hours of work to yield ~10 minutes of high-quality video. I started the project in January 2023 and my 1-2 year goal for the project is to cover modern web theory and tech from beginner HTML, CSS and JavaScript through more advanced enterprise-grade technologies like Docker and Kubernetes.

Technologies Used:

*HTML, CSS, JavaScript, Various Recording and Editing Software (Kdenlive, OBS, GIMP, YoutubeStudio, Podia)*

## 6) NFL Team Data Scraper (<https://github.com/sunspla-sh/nfl-team-data-scraper>)

One of my former web development bootcamp students needed NFL team data for a project. I created this scraper to collect the data, because we couldn't find free data online in the format that they wanted. NFL.com is a single-page application that loaded team data asynchronously, so I needed to use Puppeteer (a headless web browser) to detect events and then scrape after a delay when the page was ready.

Technologies Used:

*Puppeteer, Node.js, npm*

## Other Skills

### Languages:

English (Native),

Spanish (CEFR - Level B1 - SIELE - [Credential ID li3knEHpdkjrFuagvJ7RA==](#)),

Russian (CEFR - Level A1)

### Video and Image Editing:

Kdenlive (Video Editing),

OBS (Video recording and livestreaming)

GIMP (Image Editing)