JP HARRIS

Full Stack Web Developer

Creative full stack web developer with background in art and design. I bring a inventive attitude and open mind to every project. My past work experience has given me strong team and project management skills. In my free time, I work on music production and studio arts.

- **E** jpharris.contact@gmail.com
- **P** 1 203 535 5556
- **W** josephpharris.com
- **B** josephpharris.com/coding
- **G** github.com/thatjp

Projects

Sandbox- https://front-end-sandbox.herokuapp.com/

- An arena to try out new front end based skills and tech
- Implements a paralax design with Three.js elements
- Includes a responsive design using flexbox

ITI.com - github.com/thatjp/ITI

- Designed a responsive splash page using Vue.js
- Built interactive design animations using Mo.js
- Used Pattern Lab and Storybook for ideation and testing.

Pexelate - github.com/thatjp/pexelate

- A chrome extension dedicated to retrieving stock photos
- Interacts with Bing photos API via node.js and express.js
- Styled using SCSS structure

Work Experience

goldi, 2018 Jan - , NY, NY

Front End Web Developer

- Worked on projects ranging from video recording features to improvments to UI/UX design
- Implemented unit testing and end-to-end testing practices to ensure quality and funcationality were maintained

ITI, 2015 May - 2017 Jan, North Haven, CT

Resident Inspector

- Oversaw and assessed quality of industrial painting projects to ensure completion in accordance with project contracts
- Created the company's first website in December 2014.

Education

Flatiron School, 2017 April - 2017 August, New York, NY Web Development Immerse

Miami University, 2010 May - 2015 April, Oxford, OH Bachelor in Fine Arts, Minor in Entrepreneurship

Achievements/Awards

Miami University Computer Science Purchase Award 2014

Awarded first place and a \$1,000 grant for a lithographic print *Digitize*

Professional Skills

Web Development:















Adobe Creative Cloud:











Other Skills:

Ableton Live Microsoft Office G Suite