

James R. Harris

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I'm a **designer and web developer** who loves making complex things easy. I'm good at giving and taking feedback and using it to build a better product. I'm looking for a position as a web developer in a healthy workplace where I can learn, grow, and create beautiful, effective websites.

Skills

HTML 5, CSS, SCSS	UX & UI design	Unit testing	Git
JavaScript, jQuery	RESTful API design	Agile methodology	Gulp
Ruby on Rails, AngularJS	SQL data modeling	Adobe Creative Suite	Grunt

Experience

Graphic and Web Design for My Father's World • 2014–2016

As the sole front-end developer at this small business, I heavily customized MFWbooks.com, an enterprise-grade e-commerce site handling \$5.6m/year, to meet MFW's business goals.

- Designed the pages describing each curriculum package; wrote and maintained their HTML, CSS, and JavaScript coding
- Used jQuery to smooth and accelerate the purchasing process by improving add-to-cart and checkout systems
- Designed and implemented email announcements (and their associated landing pages) for distribution to 67,000 customers
- Automated routine work with Grunt, Gulp, AutoHotkey, and ImageMagick

Computer Network Technician, U.S. Air Force, 2006–2010

Rose to the rank of Senior Airman by caring for Air Force computer networks.

- Performed hardware, software, and network maintenance for thousands of classified and unclassified systems in the hostile environment of Sather Air Base, Iraq in support of Operation Iraqi Freedom
- Oversaw hardware accountability program for \$37.5M worth of computer equipment at Davis-Monthan Air Force Base in Arizona
- Created an automation tool that accelerated creation of new network accounts by 30%

Education

Viking Code School • October 2016–February 2017

Highly selective, intensive coding bootcamp. Students learn an Agile approach to software engineering by pair programming remotely. Daily Scrum meetings and code review.

Rocky Mountain College of Art + Design, 2010–2013

Bachelor of Fine Arts in Communications Design, cum laude. Focused on internalizing the design process through rapid iteration and critiques. Included frequent work solving clients' communications problems with visual design.

Projects

GIAL Degree Planner • February–April 2017

Led a team of three developers to create a site automating degree management at the Graduate Institute of Applied Linguistics. Tracking students' academic plans with our database-backed app rather than Word and Excel is forecasted to save GIAL hundreds of man-hours per year.

- Learned the structure of a degree from the head of the World Arts Program and, based on that information, created UI mockups and an SQL database schema
- Assembled a team of three and led development using Agile methodology, with regular Scrum meetings, code review, and feedback from the customer
- Wrote large portions of the AngularJS front-end and Ruby on Rails back-end

The Family Learning Cycle • April–August 2015

My Father's World struggled with communicating how their curriculum worked, so I used JavaScript and HTML5 Canvas to create an interactive infographic explaining it. 97% of surveyed customers indicated the infographic helped them understand the curriculum.

The Periodic Table of Storytelling • January 2014

Created an infographic introduction to TVTropes.org (a storytelling-analysis website) which received **over 2 million views**.

- Negotiated a merchandising deal with TVTropes' leadership; donated a portion of profits to supporting TVTropes' server costs
- Featured on Gizmodo, Fast Company, Huffington Post, AV Club, Boing Boing, and Design Taxi, was translated into Italian, and was included in the book *Miller's Compendium of Timeless Tools for the Modern Writer*.