Jacob Hocker

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FULL STACK WEB DEVELOPER

Experience using frontend and backend technologies such as Ruby on Rails, Node, JavaScript, and React. I bring 6 years of working as a Calibration Technician with strong skills in customer service, meeting deadlines, and building relationships. Two of those years being the website lead which let me explore my vision for design, as well as, application/database management. I have a love for learning and constantly challenge myself to master something new. As a developer, I'm excited to be in a collaborative environment and use my creativity and problem-solving skills to help a company create quality products.

TECHNICAL SKILLS

Microsoft Office, HTML, CSS, JavaScript, React, Sass (SCSS), Mobile First Responsive Design, SQL, PostgreSQL, Ruby on Rails, GitHub, Heroku, Node, Restful APIs, Object-Oriented Programming, JSON, ¡Query, Google, Jest, Agile Development, Stack Overflow. Figma

TECHNICAL PROJECTS

Entertainment Center - Github | Live Demo

A large database of movies, actors, genres, and directors with an interactive user experience.

- Implemented with a React/SCSS front-end and a Ruby on Rails back-end.
- Utilizes the use of the massive The Movie Database API
- Tailored with the ability to create a simple and clean user experience.
- Ongoing live service application with new feature coming.

OverStat Lab - Github | Demo

Application for Overwatch that includes a search for player statistics, hero/map/O.W.L info database, and a social feature to find other players to play with.

- Created with React/SCSS mobile first responsive design front-end.
- Supplemented with a Ruby on Rails back-end.
- Utilizes a third-party API that runs through the back-end using HTTParty and dotenv gems.
- Supplied an exhaustive back-end API for the heroes and all of the information known about them.
- Provided easy CRUD capabilities.

EXPERIENCE

Hocker, Inc. Calibration Technician | Website Lead

Houston, Texas 11/2016 - Present

- Oversee product management and price control on the company website.
- Conduct hardware troubleshooting and software debugging.
- Deliver on deadlines set by customers and manufacturers.

Customer Engineering Services (CES)

Technician | Trainer

Houston, Texas 04/2015 - 11/2016

- Trained 75+ employees on the use and maintenance of photo lab equipment and software.
- Provided on the spot debugging of software issues and hardware complications.
- Presented issues found with software with development teams to assist in rectifying errors.

EDUCATION

Flatiron School Houston, Texas Full Stack Software Engineering Ruby on Rails and JavaScript program 05/2021 - 03/2022

Lonestar Community College

Houston, Texas Coursework completed towards a Bachelors Degree in Audio Engineering 08/2012 - 04/2014