

Jarrold Sampson

Los Angeles, CA

<https://jarrodsampson.com>

<https://github.com/jarrodsampson>

EXPERIENCE

Recurate, Washington, DC *August 2022 - Present*

Senior Software Engineer (100% Remote)

Recurate is a tech-enabled resale service that empowers brands & retailers to establish their own integrated resale platforms directly on their e-commerce sites.

- Manage team of 6 mid to senior level front-end developers, responsible for project oversight and strategy, task delegation, and final deliverables
- Actively participates in candidate evaluation, interviews, and decision-making, resulting in the successful recruitment of talented front-end developers
- Lead sprint planning and daily standup meetings
- Implement development strategies that result in annual cost savings of \$50,000 for the company, also generating approximately \$700,000 in revenue annually by developing internal tools for analytics and order management
- Build and maintain multiple tools in ReactJS and NextJS
- Investigate and understand existing system technical functionality and propose technical improvements
- Performing unit testing and complex debugging to ensure quality
- Understand and improve the scalability, maintainability, availability, and visibility of applications
- Demonstrate a proactive approach by continuously learning new technologies, practices, and business concepts, ensuring the ability to tackle challenges as the company expands and evolves
- **Technologies Used:** Node, NextJS, React, Typescript, AWS, Javascript, Figma, GIT

Hearst, Los Angeles, CA *July 2020 - August 2022*

Senior Full Stack Developer (100% Remote - Contract to Perm)

Hearst is a leading global, diversified media, information and services company with more than 360 businesses within the television, newspaper, and magazine industry.

- Develop enterprise level REST APIs
- Develop UI providing higher levels of user experience using Javascript (VueJS and React)
- Follow standards for development of tools and experiences, with focus on performance, scalability, and reusability
- Perform quality assurance on all new code from inception through integration, staging, and production environments

- Create and architect micro-services and medium-sized applications independently with self-direction and autonomy in the design and development process
- **Technologies Used:** Vue.js, Node, Looker, MySQL, GIT, Directus, Sailthru, PHP, React, Docker, Wordpress, Figma

Lulu's, Chico, CA *August 2018 - April 2020*

Full Stack Developer (100% Remote - Perm)

Lulus is an American online retail company selling women's clothing, shoes, accessories, intimates, and swimwear.

- Collaborate with designers and developers to prepare complex user interfaces and data interactions for the main website; maintain and implement new features for lulus.com
- Provide well documented code with unit tests ensuring 100% code coverage using jest
- Participate in code reviews and aid in the design, development, and deployment of eCommerce functionality
- Manage work via two-week sprints using JIRA boards with multiple teams
- Keep web accessibility standards up to date; including screen readers
- Troubleshoot eCommerce functionality, and if applicable implement coding standards and best practices
- Work with multiple payment options such as Stripe, Klarna, and PayPal, utilizing their APIs.
- **Technologies Used:** Vue.js, Node, SASS, MySQL, GIT, Cassandra, ElasticSearch, PHP, Jest, Docker

LACED Agency, Redondo Beach, CA *April 2018 - August 2018*

Full Stack Developer (50% Remote - Contract)

A digital agency company that focuses on lead generation, brand building, customer acquisition, and technical support.

- Revamp WordPress websites including plugins, core system, and custom themes
- Design, implement and maintain new and existing Landing Pages
- Perform optimized image changes using Photoshop and Illustrator
- Analyze website performance, provide reports and insights to understand SEO and CRO results and make improvements
- Collaborate with internal departments to create website roadmap and release schedules.
- A/B testing to maximize engagement, clicks and conversions efforts
- **Technologies Used:** PHP, Mysql, Javascript, Node, Express, Wordpress, Litmus, Google Analytics, Cooler Email, Shopify, Woocommerce, GIT

Duro Labs, Inc., Los Angeles, CA *July 2017 - February 2018*

Front-End Engineer (Contract to Perm)

Duro Labs is a resource website for early stage hardware teams looking for insight into engineering and manufacturing best practices.

- Manage application updates from user feedback and product managers
- Reviewing and implementing new UI/UX strategies for industry-focused clients
- Create new features with React and Redux solutions

- Write unit tests and create snapshots, also manage code coverage reports
- Review and create issues/ bugs using JIRA and BitBucket
- Work with in-house team and offshore team managing code through GIT
- Implement APIs in the application such as the Octopart API
- Host applications on AWS using S3 and EC2
- **Technologies Used:** JavaScript, React, JSX, Redux, Saga, Wordpress, LESS, Jasmine, Jest, Enzyme, NodeJS

GungHo Online Entertainment America, Inc., El Segundo, CA *December 2015 - July 2017*

Software Engineer (Perm)

GungHo Online Entertainment is a Japanese video game corporation primarily known for hosting the Japanese server of Ragnarok Online, as well as their development of Ragnarok DS for the Nintendo DS. They are also a publisher for mobile and tablet games.

- Created an in-house web department within the company, training other engineers to help build responsive websites with great UI flow for each game release, integrating content management systems and social APIs. Involved in all wireframe, resource, prototype, and design meetings including all parts of the SDLC
- Set up marketing websites using Wordpress, installing, styling, deploying, managing themes
- Create clean, responsive user interfaces with Bootstrap 3, Materialize, and Foundation 6
- Create prototypes and design UI for new game websites
- Style sites and tools with SASS and LESS stylesheets for better management
- Test applications using qUnit, MochaJS, or Jasmine before deploying to live servers
- Create administration tools for company games using Angular, React, and Java
- A/B, E2E, and unit testing for web applications
- Integrate third party APIs from Twitter, Reddit, and Youtube into new websites
- **Technologies Used:** Angular, LESS, SASS, HTML, CSS, PHP, MYSQL, Java, jQuery, qUnit, Jasmine, NodeJS, Bootstrap, Foundation, Wordpress, REST, AJAX

SAG-AFTRA, Los Angeles, CA *December 2014 - December 2015*

Software Developer (Contract to Perm)

An American labor union representing approximately 160,000 film and television principal and background performers, journalists, recording artists and radio personalities worldwide.

- Managed SAG-AFTRA.org website and SAG Awards website, created internal applications for employees such as rideshare and mentor applications. Helped launch new design of SAG awards that was nominated for Awwwards
- Use GIT and SVN as revision systems for the various stages in environment workflow.
- Create new web applications with HTML5 standards and responsive mobile design concepts
- Debug web applications using tools such as Firebug and Chrome Developer tools to troubleshoot data transfer errors
- Equip websites with a better UI/UX experience using jQuery, AngularJS and Ember

- Manage Magento and SharePoint marketing shop for employee clothing
- Implement multiple REST and JSON-Based web services to web applications
- Connect web applications to MySQL, CouchDB, LDAP, and Oracle, depending on the application requirements
- **Technologies Used:** Angular, Ember, Laravel, SharePoint, HTML, CSS, PHP, MYSQL, Java, jQuery, qUnit, NodeJS, Bootstrap, Drupal, Magento, REST, AJAX

AcademyX, Sherman Oaks, CA *July 2014 - December 2014*

JavaScript Developer (Contract)

Development training in the Bay Area, Sacramento, LA, and San Diego. Public enrollment classes, customized group training, 1-on-1 tutoring, and online seminars.

- Worked with Director of engineering and other team members on making a mock prototype of Sony's Crackle app in its planning stages, creating the potential UI and layout of the App's first pass
- Integrate geolocation data into Google Maps to design highly-intuitive interfaces
- Train new developers on setting up a local web development environment
- Publish applications to the Google Play and Amazon App store while managing version control and beta testers
- Utilize tools such as Eclipse, Android Studio, Xamarin, and various virtual machine devices for the application building process
- **Technologies Used:** HTML, CSS, PHP, MYSQL, Java, jQuery, qUnit, NodeJS, Bootstrap, Foundation, Mootools

California State University Dominguez Hills, Carson, CA *June 2013 - June 2014*

Web Developer

California State University, Dominguez Hills is a public university located in the city of Carson, California committed to connecting students to a high-quality education.

- Worked with Webmaster on creating the new design of the CSUDH website and design that other department websites would use as well
- Fix JavaScript, HTML, CSS, and ASP errors in code
- Manage website portals for all 55 departments at the institution
- Make user-guides, manuals, and tutorials to train faculty and staff new to the Content Management system
- Update permissions and user access to content
- Review and edit articles, files, documents and other content for the university website
- **Technologies Used:** HTML, CSS, jQuery, Bootstrap, Wordpress, ColdFusion, ASP

EDUCATION

Cal State University Dominguez Hills - *B.A. Computer Technology Homeland Security*

References

Available Upon Request