Jake Randall
Full-Stack Engineer

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👋 I'm a full-stack engineer eager to make products and experiences users love. With 8 years of coding experience, I have used programming & a lot of grit to generate millions of dollars in value for myself, my clients, and my community. In my eclectic pre-coding career I led customer service for the world's largest pet food company and sold stock to stock brokers. These experiences gave me a wealth of communication skills which have proven invaluable as a software developer.

EXPERIENCE

Founder, Lead Developer @ Lucky Dog Studios   MAR '22 – AUG '23
- Developed NFT technology platforms that had over 50,000 monthly active users.
- Partnered with more than 20 clients, directly helping generate millions in revenue.
- Personally sold, managed, and led the small developer team I recruited to complete, dozens of projects.

TypeScript, React, Next JS, Supabase, Solana, Ethereum, Tailwind, Figma, Vercel, Prisma

Founder, Lead Developer @ Doggos   NOV '21 – JAN '23
- Crafted & sold 500 Doggos NFTs on the Solana blockchain; the collection sold out in just 43 seconds.
- Coded the beloved doggos website, doggos.dog, with it's unique "doggy daycare" staking UI.
- Created a crypto-based raffle platform that securely hosted hundreds of raffles.

TypeScript, React, Solana, Tailwind, Figma, GitHub, Vercel, Supabase, PostgreSQL, Prisma

Software Engineer @ WowYow   MAR '20 – NOV '21
- Trained an AI model to generate novel images to use in ads using the SOTA StyleGAN-2 architecture.
- Created a drag-and-drop SPA for translating and adding captions to video using AI & FFmpeg.
- Developed an internal dashboard to surface insights on WowYow's billions of monthly ad impressions.

TypeScript, React, Next JS, Supabase, Solana, Ethereum, Tailwind, Figma, Vercel, Prisma

Full Stack Developer @ LEARN Academy   NOV '19 – FEB '20
Pair-programmed my way through a 480+ hr test-driven React-on-Rails app development bootcamp.

JavaScript, React, Jest, Ruby, Ruby-on-Rails, RSpec, SQL, GitHub, Linux CLI

Freelance Web Developer   MAR '15 – NOV '19
Independently taught myself to code by completing a patchwork of personal & client projects.

HTML, CSS, JavaScript, Bootstrap, Shopify, Photoshop

RECENT PERSONAL PROJECTS

Helltide   JUL '23 – CURRENT
Making a 2D top-down horde-survival game using the Godot game engine & GDScript.

Beep Boop Media   MAR '23 – JUN '23
BeepBoop.media an AI powered podcast "network" (3 shows, 54 podcasts) using voice synthesis AI.