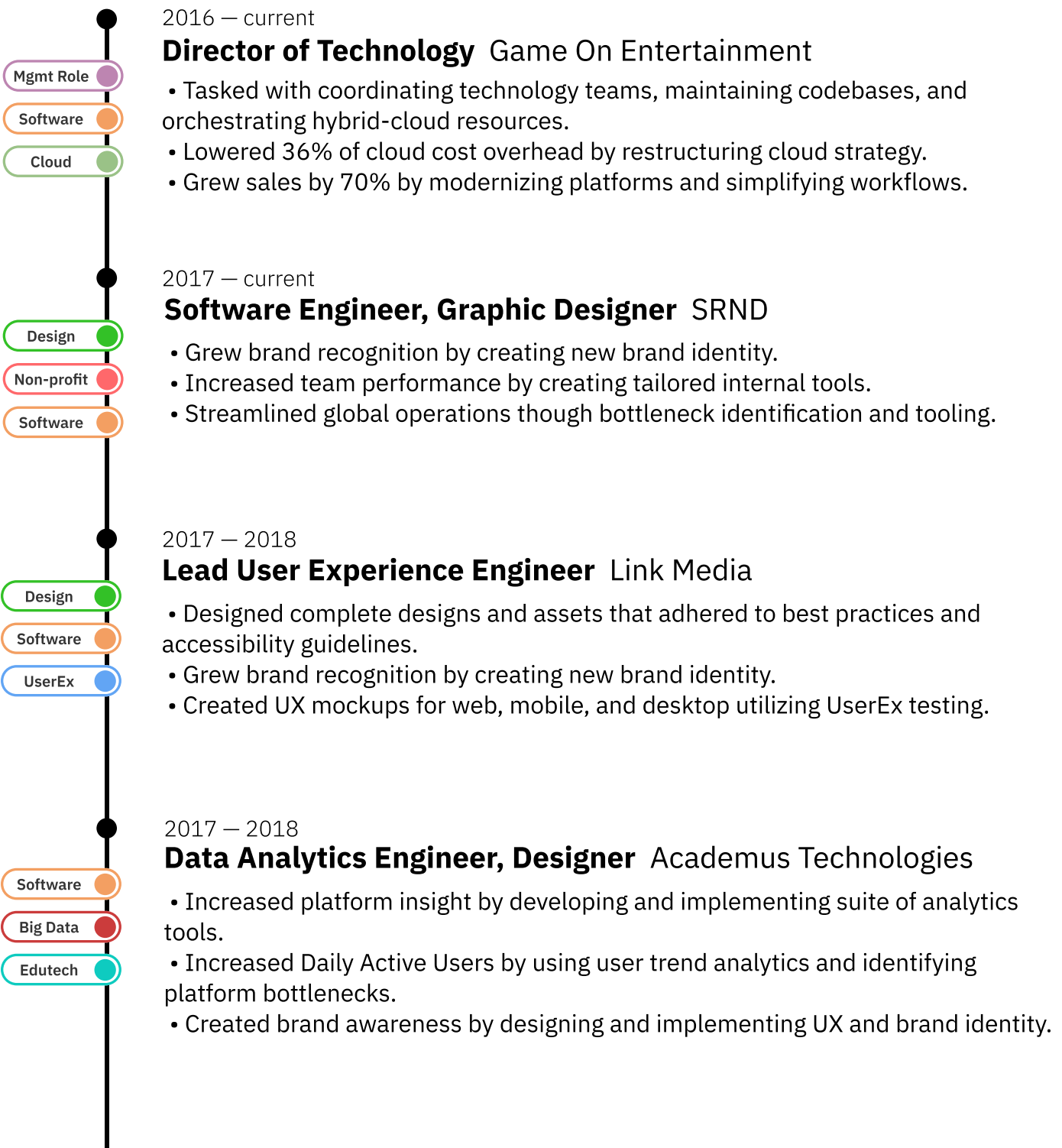# James Click

me@jamesclick.net // phone redacted

Graphic designer and **software developer**, with expertise in system administration, event management, and infrastructure management. Lead developer for several projects, including VENTURE, Game On NOVA, and OnSight CMS, and helped start and run recognized programs like SRND CodeCup, SRND CodeBreak (Now CodeLabs), Virtual CodeDay, and San Diego YMCA's Youth Institute.

Experience

`Mgmt Role` `Software` `Cloud`

2016 — current
Director of Technology Game On Entertainment

- Tasked with coordinating technology teams, maintaining codebases, and orchestrating hybrid-cloud resources.
- Lowered 36% of cloud cost overhead by restructuring cloud strategy.
- Grew sales by 70% by modernizing platforms and simplifying workflows.

`Design` `Non-profit` `Software`

2017 — current
Software Engineer, Graphic Designer SRND

- Grew brand recognition by creating new brand identity.
- Increased team performance by creating tailored internal tools.
- Streamlined global operations though bottleneck identification and tooling.

`Design` `Software` `UserEx`

2017 — 2018
Lead User Experience Engineer Link Media

- Designed complete designs and assets that adhered to best practices and accessibility guidelines.
- Grew brand recognition by creating new brand identity.
- Created UX mockups for web, mobile, and desktop utilizing UserEx testing.

`Software` `Big Data` `Edutech`

2017 — 2018
Data Analytics Engineer, Designer Academus Technologies

- Increased platform insight by developing and implementing suite of analytics tools.
- Increased Daily Active Users by using user trend analytics and identifying platform bottlenecks.
- Created brand awareness by designing and implementing UX and brand identity.

Volunteer History

CYMER Digital Studio

I played many roles at the Digital Studio, but primarily being able to assist and help manage the annual summer camp. An average day during the camp would entail meeting with all of the staff and participants, making sure everyone is on schedule, educating participants on multimedia suites and film production, and compiling assets for deliverables.

CodeDay

Running up to 30 concurrent events across the nation, I've been responsible for organizing the San Diego region events, involving team scheduling, resource management, partner and sponsor connections, and venue outreach. Along with that, I ran day-of operations such as workshops and attendee outreach.

Hack Club

I ran the University City High chapter of Hack Club, a group of high school coding clubs, one of the first southern Californian hack clubs. Every week, I was responsible for organizing meeting times and rooms, coordinating schedules for activities, and leading workshops on software development.

Skills

Python Node.js Swift Ruby Django

UI & UX UI Prototyping Motion Design Video Production

React Vue.js HTML/CSS JavaScript

Linux Docker Kubernetes Ansible SQL

Illustrator Photoshop Figma Sketch Premiere Pro