

JAKE CHURCHILL

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EDUCATION

Paradise Valley Community College — Phoenix, AZ Expected Summer 2027

Associate of Applied Science, Web Development | GPA: 3.8

Relevant coursework: Computer Science (CSC 110AB), Calculus and Analytic Geometry I (MAT 220)

Arizona State University, Ira A. Fulton Schools of Engineering Planned transfer Fall 2027

B.S. Computer Science, Software Engineering concentration, via the ASU MyPath2ASU transfer pathway

SKILLS

Languages: Java, JavaScript, Python, HTML, CSS

Frameworks and Libraries: React, Next.js, Vite, Three.js, Pyodide

Tools and Platforms: Git, GitHub, Node.js, Vercel

Web: SEO and structured data (schema markup), WebAssembly, responsive design

EXPERIENCE

Web Developer, Independent Contract — Phoenix, AZ 2025 – Present

- Built a Next.js site on Vercel for a private surgical practice with HIPAA-conscious content handling
- Implemented SEO and Answer Engine Optimization with schema markup for search and AI answers
- Planned a domain migration, coordinating DNS and redirect changes to preserve search rankings

Technologies: Next.js, React, Vercel, schema.org structured data

Shift Leader, Chick-fil-A — Scottsdale, AZ Mar 2025 – Present

- Led teams of up to 15 per shift, adjusting staffing through rushes to balance accuracy and speed

Trainer, Chick-fil-A — Scottsdale, AZ July 2024 – Mar 2025

- Ran 1-on-1 onboarding for new hires, training each to work their positions unsupervised

Team Member, Chick-fil-A — Scottsdale, AZ Oct 2022 – July 2024

PROJECTS

Learn Python — python.jakechurchill.com 2025 – Present

- Built a 17-lesson course running real Python in the browser via Pyodide and WebAssembly, no install
- Wrote all lesson content and exercises from scratch, sequencing self-taught material for other learners
- Hardened the deployment with a strict Content Security Policy, HSTS, and clickjacking protections

Technologies: React, Vite, Pyodide, WebAssembly

Drift Away — driftaway.jakechurchill.com 2026

- Built a 3D idle resource game on a 6x6 hexagonal grid of 36 interdependent raft tiles using Three.js
- Designed the resource economy so each tile produces or boosts what another tile needs to unlock
- Shipped as a zero-build static site using native ES modules, deployed to a custom subdomain

Technologies: Three.js, JavaScript (ES modules), HTML, CSS

CERTIFICATIONS

Claude 101 and AI Fluency, Anthropic Academy | Full-Stack Front-End Developer, Scrimba (in progress)

VOLUNTEER

Prevent Child Abuse Arizona, raised over \$5,000 | Feed My Starving Children, packaged food for families