jacobraysickels@gmail.com
github.com/jacobsickels
sickels.dev

Jacob Sickels

I'm an experienced full stack developer with a passion for UX.

Experience

July 2018 - PRESENT
Singlewire Software, InformaCast
Senior Software Engineer – UI Lead

At Singlewire Software I help build InformaCast, a mass notification software that communicates with phones, desktops, mobile devices, and speakers. While working closely with our UX designers to build component libraries, I help teams implement features using our accessible components and mentor junior developers on our clients and APIs. Part of my day-to-day responsibilities include:

- Using organization strategy to create technical plans and proof of concepts for user-centered development projects and features.
- Tracking down service level bugs and cross-service issues.
- Coordinating technical design decisions between developers and UX designers.
- Evaluating and fixing accessibility issues according to WCAG and Section 508 compliance.
- Spreading technical knowledge about our front end and accessibility patterns through pair and team programming sessions.

July 2022 - January 2023
In The Zone, Doggo Sports
Software Engineer Contract

Doggo is dog agility trial software that helps administrators collect entry payments, configure agility trial information, and facilitate trial scoring. I'm working with a small team of developers using next generation web application technologies such as **Stripe, NextJS**, **tRPC** and **Prisma** to build disruptive trial management software in the dog agility sports ecosystem.

View Doggo Sports

Education

2014 - 2018
Carroll University, Waukesha WI
B.S. Computer Science

Computer Science with an emphasis in Software Engineering
Minor in Graphic Design