

# Nicole Abadie

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nicc.io ~ GitHub.com/acidicNic ~ LinkedIn.com/in/nicoleAbadie

## Technical Projects:

### [Stardew Valley Mod \(C#\)](#)

[github.com/AcidicNic/StardewValleyMods](https://github.com/AcidicNic/StardewValleyMods)

Mod for the popular indie game, Stardew Valley. Got experience with fixing bugs reported by users and adding features based on suggestions from users. Over 2,900 downloads on NexusMods.

### [Tetris \(React / Redux\)](#)

[nicc.io/tetris](https://nicc.io/tetris)

A Tetris game you can play in your browser.

### [TripLog.xyz \(Node.js / Handlebars / MongoDB\)](#)

[github.com/AcidicNic/Triplog](https://github.com/AcidicNic/Triplog)

Webapp that helps users document their drug usage, while providing important harm reduction information.

### [Crypto CrowdFund \(Solidity / Ethereum\)](#)

[github.com/AcidicNic/CryptoCrowdFundContracts](https://github.com/AcidicNic/CryptoCrowdFundContracts)

Smart contracts for an Ethereum-based crowdfunding app made with Brownie (Python) and Solidity. Listings have fixed goals and ether is automatically returned to donors if the goal isn't met by the time the listing expires.

### [AutoZoom \(Go\)](#)

[github.com/AcidicNic/autoZoom](https://github.com/AcidicNic/autoZoom)

A command line interface (CLI) that automates recurring Zoom meetings. It joins zoom meetings for you at the scheduled times/days, and displays relevant information about your schedule and meeting.

### [Terminal Shazam \(Python\)](#)

[github.com/AcidicNic/terminal\\_shazam](https://github.com/AcidicNic/terminal_shazam)

A CLI that records an audio clip, finds the song, then searches Spotify for the top ten similar songs.

**And many more on my portfolio: [nicc.io](https://nicc.io)**

## Work Experience:

### [Backend Engineer \(Söshme - Part Time\)](#)

January 2022 - Present

Single handedly developed a variety of features on the backend that were pushed to production. Worked on integrating cryptocurrency and NFTs, and other features that make the platform stand out from competitors.

### [Android Developer \(33Labs - Freelancing\)](#)

June 2019 - November 2019

Developed new features on an old unmaintained Android app that's used on tablets to track warehouse inventory & orders. Navigated the codebase without documentation or contact with the previous maintainer.

### [Barista \(Starbucks - Full Time\)](#)

September 2018 - September 2019

Discovered the importance of flexibility, punctuality, and communication in the workplace. Got experience with customer service, multitasking, and working under pressure.

## Education:

### [Dominican University of California, San Francisco, CA](#)

August 2019 - Present

*Expected Graduation Date: June 2022 (B.S. Applied Computer Science)*

DU's ACS program focuses on teaching practical skills, tools, and technologies that are currently being used in the industry. I have taken a variety of CS courses, focusing on full stack web development.

### [College of San Mateo, San Mateo, CA](#)

August 2016 - May 2019

Attended science, engineering, C++, Java and math courses as an alternative to high school.

## Other Experience:

### [Los Altos Hacks III Hackathon](#)

24 - 25 March 2018

Created a choose your own adventure browser game with multiple endings in 24hrs using JavaScript. My teammates made all the art and I wrote the code.

### [Girls Who Code Summer Immersion Program at Twitter](#)

June 2017 - August 2017

Learned about Python, coding in teams, and the transition from school to the workplace.

## Tools, Technologies, & Skills:

- **TypeScript, Javascript, GO, Python, Ethereum Smart Contracts (Solidity), HTML/CSS, Java, C++, C#**
- **Node.js/Express, React, SQL, MongoDB, BootStrap, Docker, web3.js, Redux, Flask, Django, Pug, Android SDK**
- **Git, Linux, Agile Development, APIs, OOP, DevOps, Writing Documentation, Web Security**