Nicole Abadie

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nicc.io (Portfolio) ~ GitHub.com/acidicNic ~ LinkedIn.com/in/nicoleAbadie ~

Technical Projects:

TripLog.xyz *(Express.js / Handlebars / MongoDB - full stack)*   *github.com/AcidicNic/Triplog*

A website made with Javascript that helps the user document their drug usage, while providing important harm reduction information along the way.

Stardew Valley Mods *(C# - backend)*   *github.com/AcidicNic/StardewValleyMods*

Mods for the popular indie game, Stardew Valley. Got experience with fixing bugs reported by users and adding features based on suggestions from users. Over 2,700 downloads on NexusMods.

Crypto CrowdFund *(Solidity / Ethereum - backend)*   *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 - CLI)*   *github.com/AcidicNic/autoZoom*

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

Terminal Shazam *(Python - CLI)*   *thub.com/AcidicNic/terminal_shazam*

A CLI that records an audio clip, finds the song, then searches Spotify for the top ten similar songs. You can pick one of the results and a Spotify link to that song will open.

Education:

Make School at Dominican University of California, San Francisco, CA   August 2019

Expected Graduation Date: December 2021 (B.S. Applied Computer Science)

The Make School 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, with a concentration in backend development. Including web security, Git, Solidity, Node.js, GO, Docker, Flask, Django, Data Structures, and Algorithms.

College of San Mateo, San Mateo, CA   August 2016 - May 2019

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

Work Experience:

Android Developer *(33Labs - Freelancing)*   June 2019 - November 2019

Updated and added new features to an old unmaintained Android app. It runs on tablets that help warehouse employees manage inventory. I didn't have contact with the previous maintainer, so I had to navigate the code-base on my own. I'm currently still maintaining this, I occasionally get asked to add new updates.

Barista *(Starbucks - Full Time)*   September 2018 - September 2019

This was my first job, where I discovered how important flexibility, punctuality, and communication are in the workplace. I also got experience with customer service, multitasking, and working under pressure.

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 (Very Comfortable = **bold**):

- **Python**, **Javascript**, **HTML/CSS**, **Solidity**, **GO**, Java, C++
- **Node.js**, **Flask**, **BootStrap**, **MongoDB**, PostgreSQL, Django, Pug, Android SDK, React
- **Git**, **Linux**, **Agile development**, **Creating/working with APIs**, Web security

About Me:

- Outside of programming, I like to spend my time: with my pets, being in nature, playing games, and making art.
- I'm bilingual, I was born in Uruguay and raised in California.