Nathan Crawford

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Full-stack developer, lifelong technophile and learner focused on user-friendly full stack web design. Passionate about applying effective tools and technologies to solve problems and improve existing systems. Dedicated to creating clean and effective front and back ends that serve businesses and users alike while collaborating with teammates and colleagues to create meaningful and powerful applications.

Technical Skills

Javascript | React.js | jQuery | HTML5 | ES6 | Express.js | Handlebars.js | Node.js | Firebase | MongoDB | Mongoose | SQL | Sequelize | Git | Github | JSON | AJAX | Express.js | Bootstrap | Materialize | socket.io | mocha.js | nightmare.js | 2-step OAuth

Applications Built

Author Website (Developer/Designer)

- Semantic and efficient HTML5/CSS3
- Simple, functional design iterated on with wireframes/discussions with client.
- Custom jQuery and proficiency with Bootstrap
- https://briancrawford.info

YouTube Community Tournaments (Full Stack developer)

- React (single-page) front end for fast and responsive live tournament tracking.
- Router using express.js to a MongoDB/Mongoose.js back end for storing data.
- Socket.io for live updating for all users.
- Google OAuth to allow content creators to host tournaments.
- Customized Bootstrap for responsive design.
- wildhawgz.herokuapp.com

GameVault Website (Full Stack Developer in a 3-person team)

- Node/Express server and router.
- Socket.io and Mongo database allows users to make friends and compare collections.
- A site for tabletop gamers to share and compare their game collections
- game-vault.herokuapp.com

Education

University of California, Berkeley Extension

Full-Stack Web Development Program

2017

Prescott College, Prescott, Arizona

2012

B. A. in Botany

Interests