NATHAN DIMOCK FRONT END WEB DEVELOPER

natedimock@yahoo.com Waukesha, WI 414-791-7599 flakari.github.io/portfolio linkedin.com/in/nathan-dimock

SUMMARY

JavaScript Developer focused on the front-end who is passionate about creating something new or iterating on what's already there. Self-motivated to improve and learn, always trying out technologies to incorporate into projects and finding the best way to solve problems. Prioritizes user experience and functionality to keep users engaged.

TECHNICAL SKILLS

Front-end

- HTML5 (Semantic HTML, APIs)
- · CSS3, Flexbox, CSS Grid
- Javascript(ES6+)
- ReactJS + React Hooks
- React Router
- Webpack
- Babel

Other

Version Control (Git/Github)

Software

- Visual Studio Code
- Figma

PROJECTS

VG Lists

- Video game list manager that fetches video game data, users can add games to lists, add, copy, rename, even merge custom lists
- Made using React JS with React Hooks and client side routing with React Router
- Focuses on user customization and data manipulation based on user input
- Keeps video game and list data in local storage

Game of Life

- Game of Life by the late British Mathematician John Conway
- Made using React JS with React Hooks

Weather!

- Fetches and displays current and 5 day weather data from location of user input
- API Data manipulated to showcase daily forecast from 5 days of weather split in 3 hour intervals, increasing usability and user experience
- Keeps last three locations searched in local storage for quick access
- Made using React JS with React Hooks
- Mobile focused

Pomodoro Clock

- Classic pomodoro timer using four work intervals with customizable work/break/rest times
- Keeps track of work time compared to total time
- Made using Vanilla JS

CERTIFICATES

JavaScript Algorithms and Data Structures Developer Certification Oct. 2019 freeCodeCamp certification for completing JavaScript course Representing approximately 300 hours of course work