

Ontario, Canada

[LinkedIn](#)

[GitHub](#)

Jason Nicholls

Software Engineer

(289) 690 2715

jay@developerunderground.ca

Dynamic and results-driven Software Engineer with a passion for building impactful full-stack applications using modern tools and frameworks. Adept at delivering high-quality solutions through meticulous attention to detail, strong organizational skills, and a collaborative approach to problem-solving. Eager to tackle challenging projects, continuously expand technical expertise, and drive innovation within a team-oriented environment. Committed to leveraging current skills while embracing opportunities for growth and learning in the ever-evolving software engineering landscape.

Work Experience

Contract Software Engineer

RBL Labs

Nov 2023 – Present

Locgame / Legends of Crypto Amsterdam, Netherlands (Remote)

- Maintain and add features to game servers with Go in a piece work capacity.

Lead Software Engineer

RBL Labs

Dec 2022 – Oct 2023

Locgame / Legends of Crypto Amsterdam, Netherlands (Remote)

- Maintain and add features to marketplace site Full Stack
- Work with AWS services, EKS, ECR, Load Balancers, etc, to deploy and update game servers with Kubernetes.
- Facilitate communication between the development team, management, and marketing to prioritize features, estimate and schedule release dates, and provide feature updates to the community
- Assist fellow developers with architecting solutions and integrating with AWS services for the game client and server. (Unity C#, Go)
- Assist in troubleshooting and testing for the game client and server. (Unity C#, Go)
- Developed a Python app to create unique images for our latest NFT collection

Software Engineer

RBL Labs

Jul 2021 – Nov 2022

Locgame Marketplace Team Amsterdam, Netherlands (Remote)

- Build frontend marketplace site using React, Styled-Components, AWS-SDK and Web3js
- Contribute to backend marketplace development using Nodejs, Express, MongoDB
- Setup AWS services including Cognito, API Gateway, Code Pipelines, EC2, CloudFront, S3
- Host Live Streams, and AMAs to engage with the community and demonstrate features and acquire feedback.

Proficient Technologies and Languages

- Languages: Javascript, Go, Python, HTML, CSS,
- Technologies: AWS, Git, Relational Databases (Postgres, MySQL), NoSQL databases (MongoDB), Linux, Docker, Kubernetes, Blockchain, Lambdas / Serverless, REST APIs, Protobuf, CI/CD
AI tools (ChatGPT, GitHub Copilot)
- Frameworks: React, Styled-Components, Django, Web3js, EVM compatible blockchain

Familliar Technologies and Languages

- Languages: Typescript, C# w/ Unity, Bash, Solidity
- Technologies: Nextjs, Redux, Material-UI, JQuery, Jest

Education

2021 General Assembly Toronto

Software Engineering Immersive
GPA 3.99

Projects

Palm Patrol

A Full Stack web app build with the MERN stack.

Neighborhood Watch in the palm of your hand. Helping users report and track crime and vandalism to make the community a safer place.

Code: <https://github.com/JaySecurity/palm-patrol>

AudioPhile

A Full Stack web app build with Python, Django, and Postgresql.

Allows users to inventory their music collection while populating artist and album information from third party api's.

Code: <https://github.com/JaySecurity/MusicCatalogue>

myLocalScene

A Full Stack web app build with Node Express, MongoDB and EJS.

A place for artists and venues to advertise their upcoming shows.

Code: <https://github.com/JaySecurity/myLocalScene>

Interests

- Music, guitar, singing and songwriting
- Making and tinkering, hobby machining, Electronics, etc.
- Continuous learning of a variety of topics