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To whom it may concern,

I have been writing software in various forms - mostly for fun - since my freshman year of high school. I began by teaching myself to program the TI-84 calculator to solve homework problems. I found it fascinating and learned Basic through trial and error - guessing syntax because I did not have the documentation. I used Basic to program my calculator to solve math problems symbolically in my courses, all the way through calculus. Using this foundation I went on to teach myself Java, JavaScript, C++, Jass, and, more recently, Swift. In college I continued this "math parallel" by writing a symbolic differential equation solver in C++. For fun, last year I taught myself Swift and built a working demo version of an iOS RPG that I call "Hail to the King". All of my projects can be found here at https://github.com/Jim-Heftypants.

After high school, I went to college for a year and took classes including Multivariable Calculus, Linear Algebra, Differential Equations, Advanced C++. The math classes were great, but I found the computer science coursework lacked in practicality and depth. To gain the practical skills and in-depth understanding of modern systems and libraries, I attended the App Academy coding bootcamp.

While at App Academy I developed three web applications. First I created a fullstack chess app with a rails backend and JS react/redux frontend. The chess app development taught me how to incorporate react/redux best practices and how the stack interacts with each of its components. The project also helped me develop my data structure skills. Efficient data structures implemented in the chess game along a chess computer built around the minimax algorithm led to a highly efficient game.

The second project - a mernstack - was a team effort to develop an infinite crossword puzzle app with a mongoDB backend, JS react/redux frontend, and express/nodeJS middleware. My role on the team was primarily involved with designing the game system and frontend features. Working with a team improved my skills with github and helped me fine tune my ability to coordinate code.

For my third project at App Academy I built a fully fleshed out action RPG game using only vanilla JavaScript. Here I learned to combine functional and class based code to create a highly efficient game engine. I discovered, practiced, and mastered JS methods such as the use of mutation observers to facilitate this interaction. These applications can be found on my github as well as my personal site, https://jim-heftypants.github.io/Personal-Site/.

Today I am an experienced and passionate web developer with an in-depth knowledge of the full stack. I specialize in front end development but am open to any challenging and rewarding position. I would be thrilled to find a great job that challenges my full set of software development skills and languages.

-Nick Sercel