

Nick Sercel

Phone: 818-371-9595

Email: nicksercel@gmail.com

[LinkedIn](#)

[Github](#)

I am the most passionate and driven software engineer I know. I eat, sleep, and breathe algorithms, syntax, and winning strategies. If you hire me I will write great code and be a great team player.

Web Development Skills

JavaScript
Redux
CSS
Ruby on Rails
Node.js
Webpack

React
HTML
Ruby
Mongoose
Express.js

Database Skills

AWS/Firebase
Git
MongoDB
SQL/PostgreSQL
Mongoose
Heroku

Other Skills

React Native
Python/Jupyter Notebook
Java
C/C++/C#
Swift
Jass

Experience

TransAstra Corporation

Software Engineering Intern | March 2021 - October 2021

- Restructured and migrated company Mattermost database from Mattermost cloud to AWS govcloud.
- Built a Jupyter Notebook creation tool allowing engineers with no software experience to generate procedure notebooks pre-scripted in HTML5 and Python which sync with Labview files to automatically parse and graph data from Labview and the Box cloud.
- Created an efficient and scalable image recognition and alignment python script.

Mathnasium

Instructor | February 2018 - August 2019

- Designed and implemented curriculum in mathematics to teach problem solving and study skills.

Projects

Personal Site HTML, CSS, Git

[Live Site](#)

[Github](#)

Contains detailed outlines of each of my projects and links to their git and live host (if applicable)

Chess-With-Friends

[Live Site](#)

[Github](#)

HTML, JavaScript, CSS, React, Redux, Heroku, Ruby on Rails, PostgreSQL, Webpack

- Harnessed the unidirectional state management of Redux to simplify React components and directly manage data for form inputs and form submissions.
- Incorporated React-Redux container and Redux selector patterns to architect highly scalable and uni-directional front-end state management.
- Created advanced recursive functions utilizing the minimax algorithm and alpha beta pruning along with the chess game system to construct a highly efficient chess computer able to think X moves ahead.

AcrossWords

[Live Site](#)

[Github:](#)

HTML, CSS, JavaScript, React, Redux, Node.js, Mongoose, MongoDB, Express.js, Webpack

- Built a highly efficient game system utilizing only pruned, linear searches in conjunction with interactions between a React-Redux frontend and MongoDB backend to allow for near instant queries and returns.

Adventurers HTML, CSS, JavaScript, Webpack, Firebase

[Live Site](#)

[Github](#)

- Developed a system to dynamically update a pseudo-react-state using only vanilla JS document events and css style manipulation, greatly improving performance and scalability.
- Created a class framework for character entities running the game entirely based upon their interactions with each other after being given a functional impetus by user interaction.

React Native Game (untitled) React Native, Swift, Kotlin/Java

[Github](#)

- Utilized React Native best practices and hooks to create an efficient, scalable, and dry code base.
- Separated and abstracted player and device data to architect dry and scalable data management.

Education

App Academy | Summer 2020 | San Francisco, CA | The premier software development bootcamp

Pasadena City College | 2019-2022 | Pasadena, CA | Computer Science Major