

Josh Nelson

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EXPERIENCE

Plinko.js (www.plinkojs.com)

6/18 - Present

- Co-created an open-source, multiplayer, real-time, browser-based physics game using JavaScript, WebSockets, Node, and React
- Built a client-server architecture to synchronize game state generated by a physics engine across the internet to multiple clients in real time, while facilitating live-action gameplay
- Relied on the native features of the browser and did not include any client-side plugins
- Analyzed state synchronization, binary data serialization, latency estimation, and protocol strategies to simulate a lag-free, real-time user experience
- Plinko.js White Paper: <http://plinkojs.com/about>

Reaction

4/18 - 6/18

- Built a clone of the Trello project management productivity app
- Created CRUD operations for cards and lists, as well as appropriate operations for scheduling and tagging
- Featured a React and Redux frontend on a Rails backend API with a PostgreSQL data store

Manager, Marketing and Business Development Strategy

9/16 - 4/18

Linn-Benton Community College

Albany, OR

- Brought in software solutions that saved the department \$20,000 in annual expenses.
- Redesigned processes that resulted in a 70% reduction in term-to-term operational errors
- Built websites for unique program offerings, increasing accessibility of services

SKILLS

Backend	Node, Ruby, Rails, Sinatra, Express, PostgreSQL
Frontend	Javascript, ES6, React, Redux, Backbone
Testing	Jasmine, Jest, Minitest
Misc	HTML, CSS, RESTful APIs, Git, WebSockets

EDUCATION

Launch School

Full Stack Web Development
2016 - 2018

Portland State University

B.Sc. Marketing, Management Leadership
2007 - 2012