

# Josh Nelson

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## EXPERIENCE

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### **Plinko.js (plinkojs.com)**

Summer 2018 - Present

- Co-created an open-source multiplayer real-time browser-based physics game using JavaScript, WebSockets, Node.js 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 ([plinkojs.com](http://plinkojs.com))

### **Reaction**

Spring 2018

- Built a clone of the Trello project management productivity app
- The clone included CRUD operations for cards and lists, as well as appropriate operations for scheduling and tagging
- Used a React and Redux frontend with a Rails backend API

### **Manager, Marketing and Business Development Strategy**

2016 - 2018

*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

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**Backend** - Node, Express, Ruby, Rails, SQL

**Testing** - Jasmine, Jest, Minitest

**Frontend** - Javascript, ES6, React, Redux

**Misc** - HTML, CSS, RESTful APIs, Git

## EDUCATION

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### **Launch School**

Full Stack Web Development  
Fall 2016 - Summer 2018

### **Portland State University**

B.Sc. Marketing, Management Leadership  
Fall 2008 - Winter 2013