# Lars E. Nelson

SOFTWARE ENGINEER

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I am a software engineer with a passion for creating cohesive, modular, and practical systems of logic. I ensure my work is not just functional, but conceptually sound. This is a skill that allows me to parse through old systems easily and adapt to new technologies quickly. I intend to work at the forefront of new technologies, both for the challenge it brings and the potential it provides.

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## Skills

### Languages

HTML, CSS, JavaScript, Python, SQL, Mongo, TypeScript,

### Technologies

VSCode, Postico, Insomnia, Node.js, Express.js, RESTful API's, Github, Bootstrap, Bulma & Materialize Frameworks, Cloudinary,

## Projects

**Underground Combat**                                                                                     **April 2019**
- A turn-based RPG built in one week in HTML and Javascript using the Phaser 3 API
- Features multiple win conditions, varied gameplay, and modular encounters
- First three days were spent learning Phaser 3, allowing production to be fast-tracked and providing more time for debugging.

**Tweet Data Collection and Sorting**                                                                     **April 2019**
- An application allowing users to sort tweets by a hashtag according to their preferences
- Features OAuth2 and PostgreSQL partitioned tables

**Plan Ahead**                                                                                             **May 2019**
- An online school website that allows teachers to create classes and assignments and for students to sign up for those classes and view those assignments.
- Contributed the entirety of the server-side code, including database models and routes
- Built entirely in TypeScript

**Teach Machines to Check**                                                                                **June 2019**
- A machine learning algorithm designed to find the optimal Checkers-playing model
- Demonstrates complex data manipulation, neural networks, and applied mathematics

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## Work Experience

**AmeriCorps NCCC FEMA Corps Member**                                           **February 2019 - November 2019**

Performed data collection and dissemination for FEMA Staff for the Iowa March 2019 Flooding

## Education

**General Assembly Software Engineering Immersive**                                     **March 2020 - June 2020**

Full-Stack Web Software Development program with more than 450 hours over 12 weeks