

# Lars E. Nelson

## SOFTWARE ENGINEER

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## SKILLS

### Languages

Python	JavaScript	TypeScript	PostgreSQL	MongoDB	HTML	CSS
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### Technologies

Git/Github	Anaconda	Jupyter	Spyder	Sequelize	Mongoose	Postico
CLI	Insomnia	NodeJS	Express	EJS	React	OAuth2

## SOFTWARE PROJECTS

### *Underground Combat – April 2020*

- A turn-based RPG featuring multiple win and loss conditions depending on playstyle
- Designed encounters to be modular to allow easy implementation of future development
- Learned Phaser 3 in three days, streamlining development and debugging
- **Tech:** JavaScript, HTML, Phaser 3 API

### *Personalized Hashtags – April 2020*

- An application allowing users to sort tweets by a hashtag according to their preferences
- Became certified Twitter Developer to access API
- Implemented Partitioned tables to distinguish data by user, necessitating numerous raw SQL commands
- Accessed Twitter API via OAuth2 authentication and authorization
- **Tech:** OAuth2, PostgreSQL/Sequelize, Express.js, EJS, Twitter API

### *Plan Ahead – May 2020*

- A collaborative project to create an online schooling website
- Developed the entirety of the server-side code, creating custom complex models and routes to accommodate all client-side features and necessities.
- Communicated with teammates to ensure effective data manipulation and route implementation
- **Tech:** TypeScript, MongoDB/Mongoose,

### *Teach Machines to Check – June 2020*

- A Checkers clone designed to find effective AI-algorithms
- Demonstrates complex data manipulation, neural networks, and applied mathematics
- Developed an Artificial Neural Network that rates potential move states by effectiveness
- Created an algorithm to determine all potential moves on a given turn to facilitate training
- **Tech:** Anaconda, Conda, Numpy, Spyder,

## WORK EXPERIENCE

### **AmeriCorps NCCC FEMA Corps Member**

**February 2019 - November 2019**

Maintained consistent communication with multiple programs to collect and model data for numerous recovery-wide reports disseminated daily in the FEMA Planning Section during the 2019 Iowa 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