









NICHOLAS D. NEWELL

Working rights in EU and US

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SUMMARY

I have always had a fascination with technology and have worked within a diverse range of industries. I have chosen a career in front-end web development so that I may engage in leading edge technological innovation, use my coding skills in productive ways, and make or add to a substantial product or service that creates positive change in the world.

TECHNICAL SKILLS

JavaScript	<div><div></div></div>
Vue.js	<div><div></div></div>
Solidity	<div><div></div></div>
Linux	<div><div></div></div>
RESTful APIs	<div><div></div></div>
HTML5	<div><div></div></div>
CSS3	<div><div></div></div>
jQuery	<div><div></div></div>
MVC/MVVM	<div><div></div></div>
Bootstrap	<div><div></div></div>
GitHub/Version Control	<div><div></div></div>
Performance Optimization	<div><div></div></div>
TDD	<div><div></div></div>
Responsive Design	<div><div></div></div>
Webpack	<div><div></div></div>
Firebase	<div><div></div></div>
IPFS	<div><div></div></div>

PROJECT EXPERIENCE

- MAY 2016** ● **UdaciFeeds** - <http://goo.gl/uNwZ5v>
 - Completed testing suite using Jasmine for an incomplete project by writing tests that pass.
 - Created tests that check form completion, menu changes, and proper loading of elements.
 - Wrote tests that determined if web application loops and URLs function properly.
- FEB 2016** ● **SurfList** - <https://goo.gl/TbEmgb>
 - From scratch, single-page, responsive app using Knockout.js and jQuery that allows users to search for surf breaks.
 - Utilized firebase for hosting, authentication, and backend data storage.
 - Implemented third party APIs via AJAX data requests.
- JUN 2015** ● **Website Optimization** - <http://goo.gl/N04vuB>
 - Optimized critical rendering path of existing website (Cam's profile) to achieve PageSpeed Insights score above 90.
 - Eliminated inefficiencies in the website's (Cam's Pizzeria) scroll animation (pizza.html). Site now scrolls at 60 frames per second.
 - Used JavaScript task runner Grunt in build process.
- MAR 2015** ● **Cartman Crush** - <http://goo.gl/h6ordi>
 - Clone of the classic game, Frogger.
 - Coded player, enemies, relic subclasses using object prototype chains.
 - Used HTML5 Canvas for game animation.

WORK EXPERIENCE

- SEPT 2016 - PRESENT** ● **Front-End Developer**
Mettrr.com - *London, United Kingdom*
 - Work on the development team, coding up new themes for static customer websites using HTML5, CSS3 & JavaScript.
 - Collaborate with colleagues to build an automated static site builder that uses goLang & Hugo.
 - Develop front end for theme builder & changes platform using Vue.js.
 - Maintain UK and US subsidiary company websites.
- MAY 2014 - MAR 2015** ● **English Language Educator**
Royal Melbourne Institute of Technology - *Hanoi, Vietnam*
 - Taught across all levels in the academic English program, with a focus on research & report writing for academia.
 - Led business English classes for locally based firms & taught government diplomatic officials job-related English.
 - Successfully integrated the use of 6 new educational technology tools into teaching approach.