



# NICHOLAS D. NEWELL

Working rights in EU and US

## CONTACT



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## SUMMARY

I have always had a fascination with technology and am in 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. I solve problems, work well with others and am ready to learn new technologies as needed.

## TECHNICAL SKILLS

Vue.js, JavaScript (ES6), HTML5, CSS3, SASS, jQuery, Bootstrap, Linux, Git (Gitflow), Firebase, Webpack, Performance Optimisation, Test Driven Development



## WORK EXPERIENCE

SEPT 2016 - JAN 2018

### Front-End Developer

**Mettrr.com** – *London, United Kingdom*

- Collaborated to build admin functions for our in-house CRM using Vue.js.
- From scratch, built 90% of the front-end experience for our customer CMS using Vue.js.
- Built static website themes for use by our customers using HTML5, CSS3 & JavaScript.
- Merged an open-source static site generator into our building process, utilizing Golang templates in Hugo.
- Integrated advertising via a third party adverts platform into customer CMS.
- Helped train/onboard new employees.
- Project managed three freelancers for theme development in order to meet deadlines.
- Introduced company-wide methods for cross-browser testing using Browserstack and Git best practices (Gitflow).
- Liased with third party adverts platform reps in creating technically appropriate ad placements.

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.

DEC 2012 - APR 2014

### English Language Instructor

- Led upper level reading and essay/report writing lectures, with a focus on general argumentative logic.
- Nominated teacher of the year in 2013.
- Utilized web technologies for teaching students and supporting colleagues.

DEC 2011 - NOV 2012

### English Language Teacher

**ILA Vietnam** – *Ho Chi Minh City, Vietnam*

- Taught General English to all ages in classrooms of 12 - 19 students, using a student centred approach.
- Increased student participation, using culturally relevant contexts.
- Created new behaviour management techniques, resulting in an increase in overall student output.

OCT 2008 - MAR 2011

### Marketing Sales Manager

**SUPA-T Green Tea** – *Sydney, Australia*

- Implemented local distribution, sales, and field marketing efforts in and around Sydney and key areas of NSW.
- Successfully acquired 2 major distributors in the Australian market, allowing broader access to cross-country markets.
- Managed the design and provided the copy for the company website, adding appeal to existing sales points.



## DEMO PROJECTS

- MAY 2016** ● **UdaciFeeds**
  - 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**
  - 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.



## EDUCATION & ACTIVITIES

- JAN 2018 – JULY 2019** ● **Trading Model Development**  
*Personal Project - London, United Kingdom*
- OCT 2014 – MAY 2016** ● **Front-End Web Developer Nanodegree**  
*Udacity – Global*
- MAR 2014 – AUG 2014** ● **Cert ICT (Distinction)**  
*The Consultants-E/Trinity College London – Hanoi, Vietnam*
- APR 2012 – MAR 2012** ● **YL Extension**  
*ILA Vietnam/Cambridge English – Ho Chi Minh City, Vietnam*
- OCT 2011 – NOV 2011** ● **CELTA (Pass B)**  
*ILA Vietnam/Cambridge English – Ho Chi Minh City, Vietnam*
- AUG 2002 – MAY 2006** ● **German B.A. / Minor Business**  
*University of Colorado – Boulder, Colorado, USA*
- DEC 2002 – MAY 2006** ● **Founder of the University of Colorado chapter**  
*Sigma Alpha Epsilon – Boulder, Colorado, USA*