

# NADER NASR

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## SUMMARY

Front End Web Developer with a solid background in software development with 4+ year within the technology sector. I wanted to enhance my foundational background in JavaScript and be able to continue creating websites that are valuable to end customers. With this goal in mind, I recently completed my Full Stack Web Development Diploma. I enjoy creating applications that are one of a kind, useful and has great purpose for the daily lives of others.

## SKILLS

**FRONT-END:** React, Axios, Webpack, Three.js, Svelte, VueJS, React Native, ThreeJS

**BACKEND:** Express, PostgreSQL, Node.js, MongoDB, Firebase

**LANGUAGES:** JavaScript, Ruby on Rails, HTML, CSS, SASS

**TESTING:** Jest, Cypress, Mocha/Chai

**VERSION CONTROL:** GIT

**UI/UX:** Figma, StoryBook, Styled Components, Material UI, Bootstrap, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Adobe InDesign

## PROJECTS

Traverse	Aug. 2022 - Sept. 2022
Stack: ReactJS, Axios, Material UI, Google Maps API, Figma - A travel web application that utilizes Google maps to make it easier for users to discover new attractions, hotels, restaurants in their current location	
QR Generator	Aug. 2022 - Aug. 2022
Stack: Vanilla JavaScript, HTML, Tailwind CDN, QRCode.js - A website link QR Generator	
tinyURL	July 2022 - Aug. 2022
Stack: ReactJS, Firebase(Authentication, Firestore database, Cloud functions), Material UI - A web app that would shorten links, similar to bit.ly	
ARt - Commerce	Mar. 2022 - Mar. 2022
Stack: ReactJS, PostgreSQL, CommerceJS, NodeJS, Axios, MaterialUI, Stripe, Model-viewer - An E-commerce application that utilizes augmented reality for art, and wall decorations	

## EMPLOYMENT

<b>New Idea Machine, Full Stack Developer, Toronto, Ontario (Remote) (Volunteer)</b>	Sept. 2022 - Current
Stack: ReactJS, Axios, NodeJS, Postman, Firebase • Add new features to applications. • Collaborating with 10+ developers, designers, and project managers to create a project management website. • Participating in weekly scrum meetings to ensure project is progressing and barriers are noted and resolved. • Schedule stand-up meetings with team members to review progress, clarify issues and resolve roadblocks. • Clean up previous code from ES5 to ES6, change function props to deconstructed props and fix bugs and console errors. • Add more information to the documentation for current and future developers.	
<b>OjaBox, Junior Front-End Developer, Dubai, UAE</b>	Jan. 2019 - Dec. 2019
Worked closely with client, product managers and designers to conceptualize new features with building the company website to create a new online platform that offers users the ability to create, share, purchase, and sell various 3D content and VR Assets for use within the augmented reality industry. Designed, developed and launched the company website including a content library and 3D rendering tool using Three.js Added marketing analytics tools eg. Google analytics. Key Achievements: • Launched the OjaBox website using Reactjs, AWS, NodeJS, ThreeJS, Material UI	
<b>360VUZ, Technical Project Manager, Dubai, UAE</b>	Aug. 2016 - Jan. 2018
Managed 2 remote mobile development teams in India and a web development team in Ukraine in creation of the 360VUZ mobile application that broadcasts live concerts and events to the subscriber using the Oculus Gear VR. Administered the project budget, tracked expenses, monitored performance, and ensured milestones were met. Collaborated with the client to establish technical direction, introduce functions, and gain consensus on changes. Key Achievements: • Achieved the original launch deadline date by overcoming various technical issues without affecting performance and helped grow downloads from 50,000 in the first year to over 500,000 in the second year by optimizing the functionality	
<b>Rubicon Group Holding, Junior Virtual Reality Unity Developer, Amman, Jordan</b>	Mar. 2014 - Mar. 2016
Developed applications and educational games for the Oculus Gear VR using Unity 5 Liaised with team members throughout the software development lifecycle to achieve established milestones Key Achievement: • Created an interactive digital comic book for kids using Unity 5 that could be played on their mobile devices	

## EDUCATION

<b>Lighthouse Labs</b> Diploma Full Stack Web Development	Jan. 2022 - Apr. 2022
<b>RBK</b> Certificate Full Stack Web Development	Jan. 2018 - Mar. 2018
<b>Seneca College</b> Advanced Diploma Interactive Media Design	Aug. 2011 - Aug. 2014