

# Nick Titcombe

Software Engineer and Computer Enthusiast

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[GitHub](#) - [LinkedIn](#) - [Personal Site](#) - [Tumblr](#)

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## Portfolio

**nexproc** [GitHub](#) - [Live](#) *Teamwork productivity app inspired by Asana.*

- Single-page Backbone.js web application built with Ruby on Rails.
- Runs on a customized API, built from monkey-patched Backbone.js data structures to keep code DRY and view types modular.

**Snake of Death** [Github](#) - [Live](#) *In-browser Javascript version of the classic arcade game with a twist.*

- Upon losing, the board will invoke a new rendering algorithm based on Conway's Game of life using the current game state as the seed.

**\$bash Chess** [Github](#) *Console-based chess game with arrow-key based user interface.*

- Renders a visual user interface within the \$bash terminal.
- Implements an AI to play against in single-player.

## Skills

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Ruby	Ruby on Rails	Active Record	JQuery	AJAX	HTML/CSS
Java	TDD (JUnit & Rspec)	Javascript	Backbone.js	Git	Bootstrap

## Education

App Academy | 2015 | Web Development

- Full stack web development bootcamp
- Acceptance rate < 5%

Franklin University | 2014 - 2015 | Computer Science

- Left in good academic standing to pursue web development
- Coursework included: Java Programming, Data Structures, Algorithms, Computer Organization
- Transfer credits from Ohio State University & community college: C++ Programming, Java Programming, Oracle: SQL & PL/SQL, DBMS, Object Oriented Concepts, Computer Networks, Operating Systems, Calculus, Discrete Mathematics, and Business Statistics.

## Work Experience

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Starbucks | Barista | Dublin, Ohio | 2013

- Served hundreds of customers in every 8-hour workshift

Independent Construction Contractor | Ohio | Summer 2011 & 2012

- In a two-person team, completed 8 construction projects each summer in only 12 weeks.
- Designed and built custom shipping crates for cargo valued at over \$1M.