Nick Titcombe

Software Engineer and Computer Enthusiast

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GitHub - LinkedIn - Personal Site - Tumblr

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

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

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.