

Some of My Skills

Technical - Strong

Typescript/Javascript/ESNext, CSS/SCSS, Vue 2 & 3, Node.js (Nest.js, Express.js), MUMPS, ASP .Net (C#), REST APIs, Git, SVN, Docker, Github/Gitlab

Other Technical

React, Angular, Svelte, MongoDB, NPM, SQL, VB6, Gitlab CI/CD, Jira, Webpack, System Design, Unit testing, Performance Testing & Optimization, Agile, UNIX

Soft Skills

Business-focused mindset, identifying root causes, passion for tech, quick at learning & applying new knowledge, receptive to new ideas, communication, mentoring, integrity

Professional Experience

Software Developer I / Software Developer II - Epic - Verona, WI

June 2017 - Present

Full stack dev on the Referrals & Authorizations team, writing code that helps save lives. Responsible for project success, including requirement analysis, technical & UI design, development as well as coordinating testing, documentation, implementation and support.

- Developed 6+ large projects, 150+ fixes, and 250+ code reviews with MUMPS, ASP .Net (C#), Typescript and React
- Served as the team point person for several specializations such as performance and training tools development
- Assisted in establishing two new areas of ownership for complex and company-wide integrated functionalities
- Acted as the team expert in front end technologies and introduced Vue prototyping to the team's design process
- Advocated for developer experience within team and company to promote usage of Typescript, Decorators, better IDE support, advanced CSS, JSX and React as well as internal tools such as Typescript to MUMPS, Record Global and testing utilities

Project: Provider Blueprints - Batch edit tool to stamp consistent data onto thousands of provider records at once and provide safer and more robust features over legacy flat-file imports and save time for admin users

- During Sept 2020, ~100,000 Blueprints were used, saving thousands of hours across the healthcare industry!
- Built a core MUMPS framework for bulk copying of data, which has helped 5+ projects reduce dev time and improve features
- Designed robust guardrails and error logging to nearly eliminate the risk of overwriting data and improve data integrity

Project: Recurring Authorizations - Lead design and development of large scale changes to the Authorizations data model to support recurring auth, directly supporting the sale to the Norwegian health system and building for the future of Authorizations

- Wrote robust design documents, including eliciting feedback and building consensus from multiple teams
- Coordinated and mentored junior project developers, including leading meetings, delegating tasks and code reviews
- Architected and implemented core library for other teams at Epic to consume, with advanced MUMPS techniques
- Created tools with React & Typescript to measure, filter, track historical changes, and visualize performance data
- Tuned performance of core library, including reducing duplication (5x improvement on repeat actions) and optimizing AOT compilation to decrease lines of code executed by ~30% and GREFs (database references) by 20%
- Introduced unit testing and integration testing methodologies for the team and fully tested core library

Software Developer Intern - Epic - Verona, WI

May 2016 - August 2016

- Designed and developed a mobile IOS app prototype in Swift and presented the prototype to peers and division leaders
- Effectively communicated with end-users and mentors to incorporate feedback into the design
- As of May 2020, our team's prototype was released into production with minimal changes to our design

Software Developer Intern - Geodigital - Mendota Heights, MN

May 2014 - January 2016

- Summer internship - extended to 1.5 years. Worked with Delphi, SQL, JQuery, Kendo UI, and .Net to implement dynamic web app for web services docs as well as implement numerous features in the InfoCenter web app

Personal Experience

Project: Fantasy Pay

Large MEAN (Mongo, Express, Angular 2, Node & TS) app to collect and disperse prize money, send notifications, and be a hub during contests such as fantasy football. More [details in my portfolio](#)

Project: My Website

Nickbolles.com, built with Svelte and Tailwind.css. More [details in my portfolio](#)

Project: JS AST explorer

JS abstract syntax tree explorer using react hook & next.js jsastexplorer.NickBolles.com

Project: Min/Max GPA Calculator

Gpacalc.nickbolles.com - Angular2 app to calculate min and max GPA that is possible. See more [details in my portfolio](#)

More Projects

See Portfolio.NickBolles.com for more!

Education

University of Wisconsin - Whitewater - B.S. Computer Science & B.B.A. Information Technology

Graduated May 2017