

Nolan Martin - Software Engineer

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EDUCATION

TrueCoders - Full Stack Software Engineering

May 2023

- Project-based learning with the following languages, technologies, and skills: C#, .NET, ASP.NET MVC, JavaScript, HTML, CSS, MySQL, APIs, GitHub, Git, Test-Driven Development, Visual Studio Community, and Visual Studio Code

Michigan State University - Bachelor's of Science in Mechanical Engineering

May 2021

- 3.72 Cumulative GPA (4.0 in Introduction to Python Course)

SKILLS AND TECHNOLOGIES

Proficient: C#, .NET, JavaScript, ASP.NET MVC, HTML, CSS, Visual Studio, Object Oriented Programming
Intermediate: MySQL, Python, Git, GitHub, LINQ, APIs, Dapper, JSON, Test-Driven Development

EXPERIENCE

R&E Automated | Romeo, MI — Robot/PLC Programmer

June 2021 - February 2023

Contract: Amazon Robotics | Roles: Technical Supervisor, Product Development Technician

Supervising Accomplishments

- Managed a team of up to 8 members at a time
 - Coordinated with vendor and customer to allocate proper bandwidth to meet customer needs on time
- Trained 10+ team members on equipment and procedures while demonstrating a critical-thinking mindset
- Conducted 3+ Job Hazard Analyses (JHAs) for installation, demolition, and maintenance procedures
- Quality-checked work of team members to ensure customer expectations were met

Technical Accomplishments

- Performing root cause analysis to implement systematic changes to aid optimization via advanced mechanical and electrical troubleshooting for prototype automation technology
 - Determined 25+ root causes, and solutions, for various issues related to the system
- Designed, manufactured, built, and wired components related to the automated system, while providing feedback to the customer to improve performance and integration of future iterations
 - Designed a budget-friendly tool in Fusion360 to decrease completion time of a vehicle maintenance procedure by 25%, manufactured with 3D printer
 - Designed and manufactured custom spacers in Fusion360 to relocate motors to within tolerance
- Revised maintenance procedure for replacing broken pogo assemblies, reducing replacement time by 50%
- Created and maintained multiple excel sheets to easily track 60+ vehicles with 30+ properties each
- Configuring IP addresses, setting parameters, updating firmware for 3+ different controllers

SOFTWARE PROJECTS

LetSeat!, [GitHub](#) | [Demo](#)

Restaurant generating platform with capability to save/remove restaurants from favorites

- Developed with C#, ASP.NET MVC, MySQL, HTML and CSS
- API response requested when the user submits a zip code, response added to restaurants database, results displayed to the user in a table with the option to add any restaurant to their favorites
- Engineered with CRUD functionality to allow user to save/remove restaurants to/from favorites

Taco Parser, [GitHub](#) | [Demo](#)

Program that determines which Taco Bells are furthest apart given a CSV file with hundreds of locations

- Location information for each Taco Bell was obtained by parsing through a large CSV file, saving the latitude and longitude values for each individual location
- Used Test-Driven Development to verify that the correct latitude and longitude values were extracted from each line in the file, ultimately establishing program accuracy and functionality