NICK RICHARDSON

Developer

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SUMMARY

Developer enrolled in IT Programming at NSCC with a passion for problem solving and design. Specializes in full-stack development, with experience in React, Spring, and other web technologies.

SKILLS -

Languages: Java, JavaScript, C#, SQL, HTML, CSS.

Technologies: React, Spring, Node, Postgres, Docker, Git.

EDUCATION -

9/2023 - 6/2025 IT Programming Diploma

Nova Scotia Community College

Two-year program focused on software development and application design. Covered object-oriented programming (Java, C#, C++), web development (Spring, HTML, CSS, JavaScript), database management (SQL), and project management methodologies.

PROJECTS -

1/2025 - 4/2025

Atlantic Emissions Map / React, Spring, PostgreSQL, Docker, Nginx, Leaflet, Chart.JS

- · Created a dynamic map to display emissions data from large industrial facilities.
- · Implemented an interactive filter system to narrow down emissions data.
- · Collaborated with a team on both front-end and back-end development.
- · Integrated a more efficient marker clustering algorithm, reducing load times by over 50%.

2/2025 - 2/2025 FundMate / React, Spring, PostgreSQL, Docker, Nginx, Chart.JS, Bootstrap, JWT

- Built a full-stack financial management application.
- Implemented functionality for scheduling recurring transactions.
- Enabled users to manage budgets and track financial activity.
- · Optimized backend performance by reducing the number of API calls, resulting in improved response times and reduced load on the server.

3/2025 - 3/2025

Bloom Cart / React, Spring, PostgreSQL, Docker, Nginx, JWT, Bootstrap

- · Developed a flower shop web store with JWT-based authentication and role-based access control.
- · Created a RESTful API for managing products, orders, and user interactions, with secure access per role.
- Enabled real-time order processing and delivery management for agents and admins.

11/2024 - 12/2024 Fitness Club Management System / Java, Spring, MySQL, Thymeleaf, Bootstrap

- · Implemented user management with full CRUD operations.
- · Developed schedule features for editing, viewing, and marking attendance.
- · Integrated role-based authentication and authorization for secure access control.

1/2025 - 2/2025

Face Builder / C#, .NET, WPF, SQL

- · Created a WPF-based application for dynamically building faces by selecting different features.
- · Implemented image loading, feature navigation, and randomization.
- · Added character detail management with a view model and database integration.

11/2024 - 11/2024 Meteor Catch / Java, Android Studio

- Developed an Android game where players catch falling meteors using device tilt controls.
- · Integrated a scoring system with bonus points for catching coins.
- · Created a game summary screen displaying scores and personal records.

1/2024 - 4/2025

Top-Down Mini RPG / Godot, GDScript

Retail Associate

- · Developed core gameplay features including combat, leveling, and quest systems.
- · Implemented player movement and enemy AI using a state machine.
- · Created modular systems for inventory, loot, and saving/loading game data.

EXPERIENCE -

2019 - 2023

The Vaper's Attic inc.

- Managed opening and closing routines, including sales verification, and securing of proceeds.
- · Introduced a new product model, increasing product margins while reducing costs for customers.
- Conducted regular audits, reporting any discrepancies to the owner.
- · Oversaw the receipt, verification, and storage of incoming shipments.
- · Provided customer service, addressed inquiries, and resolved complaints promptly.
- · Processed transactions accurately, handling both cash and card payments.