




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 - Present **Atlantic Emissions Map** / **React, Leaflet, Spring, Docker, Vite, Nginx, Postgres**
- Building a dynamic map to display emissions data from large industrial facilities.
 - Implementing an interactive filter system to narrow down emissions data.
 - Working in collaboration with team members on both the frontend and backend aspects of the project.
- 11/2024 - 12/2024 **Fitness Club Management System** / **Java, Spring, MySQL, Thymeleaf, Bootstrap**
- Implemented user management with CRUD operations for managing fitness club users.
 - Developed schedule management with features for editing, viewing, and marking attendance
 - Integrated role-based access control with authentication and authorization for proper access.
- 2/2025 - 2/2025 **To-Do App** / **React, Spring, Docker, Vite, Nginx, Postgres**
- Built a full-stack task management system with a RESTful API and responsive UI.
 - Implemented real-time state updates for adding, completing, and deleting tasks.
 - Containerized the application with Docker for streamlined development and deployment.
- 12/2024 - 12/2024 **SafetyNet Alert System** / **Java, Spring, MySQL**
- Developed RESTful API services for child, fire, and flood alert notifications based on location.
 - Implemented endpoints for fetching personal information, medical records, and contact details.
 - Designed fire station management API to query individuals and households within specified fire station jurisdictions.
- 1/2025 - 2/2025 **Face Builder** / **C#, .NET, WPF**
- Created a WPF-based application that allows users to dynamically create a face by selecting different facial features.
 - Implemented image loading, feature navigation, and randomization to customize facial features.
 - Added character detail management with a view model and implemented data saving to a text file.
- 11/2024 - 11/2024 **Meteor Catch** / **Java, Android Studio**
- Developed an Android game where the objective is to catch falling meteors with a basket.
 - Implemented device tilt controls to guide the falling meteors towards the basket.
 - Integrated scoring system with higher points for catching coins, and game summary screen to display scores and personal record.
- 11/2024 - Present **Top-Down Mini RPG** / **Godot, GDScript**
- Developing core gameplay features including combat, leveling, and quest systems.
 - Implemented player movement and enemy AI with state machine-based interactions.
 - Creating modular systems for inventory, loot, and saving/loading game data.

EXPERIENCE

2019 - 2023 **Retail Associate** **The Vaper's Attic inc.**

- Managed opening and closing routines, including sales verification, and securing of proceeds.
- Conducted regular audits, reporting any discrepancies to the owner.
- Monitored inventory levels, addressing shortages and surpluses.
- 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.