### Nicholas J. Zonak

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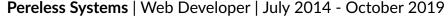
### **Education**

NJIT, B.S. Computer Science, 2010-2014

## **Employment**

Robert Half | Contractor | Front End Developer | October 2019 - July 2020

- Contracted under Jackson Hewitt
- Implement new UI and UX components from design team via Sketch
- Create reusable patterns using Handlebars
- Strong Agile methodology



- Build, customize and maintain client webpages using Coldfusion, SQL, HTML, CSS, Javascript, and JQuery
- Created new application process using AngularJS and NodeJS
- Extensive work with JSON as the data backbone for the newer applications
- Test and debug code in development environment to ensure proper functionality across all modern browsers

### Black Rocket Productions | Web Developer | May 2012 - August 2013

- Designed and implemeted complex user interfaces to allow for user created content
- Extensive use of 2D rendering via the Canvas element
- Site backend using PHP and MySQL
- Created game engines for users to design and share content

## Skills, Languages, Libraries, and Technologies

HTML5, CSS, Javascript, JQuery, AngularJS, NodeJS, MongoDB, Python, PHP, MySQL, NGINX, Bootstrap, JSON, HandlebarsJS, GIT, Sourcetree, Episerver, C/C++, SFML

# **Personal Projects and Extended Experience**

### Event Calendar | NJ SSBM

 Created a dynamic event calendar using NodeJS and MongoDB to allow for users of a local gaming community to have a means of keeping up with recurring and one time events

#### **Tournament Streaming Dashboard**

 Using NodeJS, websockets, and Python, created a web application to allow stream manager to update a scoreboard for video game tournaments and move between different scenes in the streaming software

#### Online Multiplayer 2D Arena Game

• Using the software Game Maker, created a basic online game where players are able to build arenas with each other and battle eachother on their custom creations.

