

Nicholas Zonak <http://nicholaszonak.com>

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Experience

Pereless Systems | Web Developer | July 2014 - Present

- Build and maintain client webpages using Coldfusion, HTML, CSS, Javascript, and JQuery
- Used Coldfusion, SQL, and Javascript to build out special customizations for clients
- Helped create new applications using NodeJS and AngularJS
- Test and debug code in development environment to ensure proper functionality and compatibility across all browsers
- Extensive work with JSON as the data backbone for new applications

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

- Created interfaces to allow for user created content using HTML, CSS, Javascript, and JQuery
- Extensive use of 2d rendering via the canvas element
- Used PHP and MySQL to store user data
- Created editors that would dynamically save and load user data via JSON format with Javascript
- Developed basic game engines that allowed user created content to be created and shared amongst other users

Education

New Jersey Institute of Technology

B.S. in Computer Science

September 2010 - August 2014

Skills, Languages, Libraries, and Technologies

HTML/HTML5, CSS, Javascript, NodeJS, Python, SQL, MongoDB, NGINX, C/C++, Bootstrap, JQuery, Angular, JSON

Projects and Extended Experience

NJ SSBM Tournament Calendar - <http://njssbm.com/>

- Simple web page powered by NodeJS and MongoDB to inform users of what events are upcoming. Backend admin page allows admins to adjust dates, event frequency, etc.

Nodeverlay

- Web app developed to allow the dynamic updating of scoreboards for video game streams. Uses NodeJS as the web server and uses Python and websockets to allow for interaction with the broadcasting software

Melee Mod Tool - <https://github.com/SuperSoma/MeleeModTool>

- Tool to read character files from Super Smash Bros Melee. Allows users to more deeply inspect how a character works based on the returned data. Written in C++