

# Nicholas Zonak

Web Developer and Video Game Event Broadcaster

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## EXPERIENCE

### **Panda, Remote**— *Broadcast Developer*

October 2021 - January 2023

Built software to manage various overlay states, as well as implementing data from PGStats so show various stats of different competitors in real time

### **Affiliated Technology Solutions, NJ**— *Web Developer*

February 2021 - October 2021

Used NodeJS and React to create a customer portal to help customers organize data. Set up a server to host it using NGINX.

### **Robert Half, NJ**— *Front End Developer*

October 2019 - July 2020

Managed the front facing main website and built out pages from Sketch designs

### **Pereless Systems, NJ**— *Front End Developer*

July 2014 - October 2019

Implemented and managed customer pages for the hosting of job portals. Built out new applications using Angular and Coldfusion.

### **Black Rocket Productions, NJ**— *Front End Developer*

May 2012 - October 2019

Using Canvas, HTML5, PHP, and Javascript, built a variety of templates which would allow students to insert their own assets and levels and share them via a portal. Also built various tools to assist with this process, such as a web based image editor

## EDUCATION

### **New Jersey Institute of Technology, NJ**— *Computer Science*

September 2010 - August 2014.

## SKILLS

HTML/HTML5, CSS, Javascript, NodeJS, Python, SQL, MongoDB, NGINX, C/C++, Bootstrap, JQuery, Angular, JSON, Episerver, Git, Sourcetree, HandlebarsJS, Open Broadcaster Software

## MISCELLANEOUS

### **Collision Series**

<https://collisionseries.gg/>

Help manage stream dashboard software and run event streams

### **SIG Melee**

Personal small broadcast team to stream various events around the tristate area relating to Super Smash Bros. Melee

## PROJECTS

### **Nodeverlay** — *Broadcast Remote Control*

Software that would allow a user to update various overlays for broadcasts and would allow some level of control over live OBS scenes via a python script