# Nicholas Zonak

Professional Frontend and Fullstack developer, Broadcast Engineer, and hobbyist Game Developer

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## EXPERIENCE

### Panda, Remote— *Broadcast Developer*

October 2021 - January 2023

Create dynamic dashboard for Technical Directors to manage overlay states for live broadcasts with NodeJS, Socket.IO, and React

Implement PGStats API to parse various stats about different competitors in broadcasted events using asynchronous requests

Implement stats slides to display various stats to a live broadcast updating in real time based on the inputs from the dashboard component built using HTML5, CSS, Javascript, and Socket.IO

### Affiliated Technology Solutions, Metuchen, NJ— *Full Stack Developer*

February 2021 - October 2021

Build client dashboard using NodeJS and React to allow clients to track performances of employees

Parse large amounts of client data and manage in a SQL Database

Allow for clients to create various charts and spreadsheets through dashboard

### Robert Half, Jersey City, NJ— *Frontend Developer*

October 2019 - July 2020

Assigned to Jackson Hewitt

Managed updates for various pages across the main Jackson Hewitt website using HTML, CSS, Javascript through Episerver

Implemented various designs from Sketch files from the design team

## EDUCATION

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

September 2010 - August 2014

## SKILLS

HTML5, CSS, Javascript, React, JQuery, Socket.IO, Handlebars, Bootstrap, MongoDB, SQL, Episerver, JSON, Git, NGINX, Python, C/C++, Open Broadcaster Software, Web Development, PHP, MySQL

## 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 for Technical Directors to control various overlay and scene states

### Heartseeker

Fast paced platformer designed to test precision and reflexes made in Game Maker Studio