

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



Pereless Systems | Web Developer | July 2014 - October 2019

- 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 implemented 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](http://NJSSBM.com)

- 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 a 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 each other on their custom creations.