

# Aaron Nelson-Purcell

## Software Developer

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### SUMMARY

Driven software developer with a strong foundation in frontend and full-stack web development, transitioning from a successful background in VFX editing. My experience in VFX and game development (Unity & C#) has honed my attention to detail and creativity, while General Assembly's Software Engineering program solidified my technical skills, especially in JavaScript and React. Passionate about creating responsive, user-centered applications.

### SKILLS

**Languages:** C#, Python, JavaScript, HTML, CSS, SQL, Mongoose, JSON

**Libraries and Frameworks:** React, Vue, Express.js, Django, JQuery, Bootstrap, Tailwind

**Tools & Databases:** AWS, MongoDB, PostgreSQL, Firebase, RESTful API, JSON, Mongoose, JSON API

**Additional:** Agile Development, Git, Responsive Design, Figma

### EDUCATION

#### **GENERAL ASSEMBLY, Software Engineering Immersive, Jan 2024 - Apr 2024**

Completed a 12-week immersive coding bootcamp focused on full-stack applications, collaborating on diverse projects to build web applications using modern frameworks and industry best practices.

#### **University of Michigan, Bachelors of Art (Film & Television) & Minor in Korean, Dec 2015**

### TECHNICAL PROJECTS

#### **Game LocAI - React, Vite, Firestore, Google OAuth, Claude API**

- *Engineered a full stack CSV processor application that leverages the Claude API to streamline game content translation across multiple languages, significantly reducing localization costs and accelerating the translation workflow for game developers.*

#### **SponsorForce - [Website](#) - Vue**

- *Optimized and redesigned the UI/UX to enhance usability by improving page layouts and ensure full mobile responsiveness for a Japan-based company.*
- *Attended product meetings to collaborate on user-friendly format changes. Implemented responsive design solutions and refined interface elements to improve clarity and engagement.*

#### **Talent Trees - [GitHub](#) - React, Firebase, Vite, Tailwind**

- *Developed a dynamic web application for creating and sharing custom talent trees, designed for gamers to personalize skill paths. This project leveraged Firebase for real-time data storage and synchronization, with Vite and Tailwind for efficient development and responsive design.*

### OTHER EXPERIENCE

#### **VFX Artist, Founder of ANPV | [Portfolio](#) | 2010 - 2024**

- *Founded a successful VFX business, managing all aspects of client engagement, project delivery, and technical execution.*
- *Developed adaptability and efficient time management to handle multiple projects under tight deadlines, delivering high-quality visual content for diverse clients.*