

Aaron Nelson-Purcell

Software Developer

aaronfnp@gmail.com | [LinkedIn](#) | [GitHub](#) | 734-255-9196 | Ann Arbor, MI

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

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.*

Get Back To Work - C# | Unity

- *Built a fully functional 3D spot-the-difference game set in an office environment. Completed all core game logic, producing a polished game experience that requires strategic observation over an hour of gameplay.*

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.