





# ALEX NICHOLAS

FRONT-END DEVELOPER

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 LONDON, SW6

## SKILLS

- HTML/CSS/Sass
- JavaScript + Typescript
- React + Next.js
- Node.js + Express
- Java + Springboot
- Python + Django
- MongoDB + PostgreSQL
- Git/GitHub + Docker
- Jest + Testing Library
- Webpack

## ABOUT ME

I have a natural affinity for solving computing problems with a high degree of both tenacity and resourcefulness. Combining a master's degree in International Business Law with experience in client-facing luxury service industries, I am able to deliver logical and innovative solutions that prioritise user experience. I am driven to actively seek out and resolve inefficiencies and am an advocate of automation and collaborative working technologies. I approach features with imagination and a user-centric ideology, and I tackle bugs with a can-do attitude. I value diversity in the workplace and believe in coding with the maintainer in mind, writing simple, logical code with commentary and documentation.

## STUDYING

- Remix
- Prisma
- Redux
- React Native
- Svelte
- RxJS

## OTHER

- VS Code
- Figma
- Google Analytics
- Google Tag Manager
- InDesign + Photoshop
- Written communication

## EXPERIENCE

### Instructor Assistant

*General Assembly*, April 2021 – present

Responsible for ensuring the smooth running of the Software Engineering Immersive and steady progression of students through learning full-stack development using HTML, CSS, JavaScript, Node.js, Express, Python, and Django, with deployment to Heroku and Netlify. Duties include teaching coding concepts, both in groups and one to one; engaging in daily code reviews; simultaneously debugging issues across different environments for numerous students; researching and writing textbook entries; improving processes such as the initial installation of tools required for the course (Installfest); and resolving Git issues.

Over and above my primary responsibilities, I built a SlackBot to automate repetitive tasks, created a CLI to automate Installfest, worked on a teaching tool to facilitate understanding CSS Flexbox, and delivered out-of-hours training to help struggling students.

# EDUCATION

## Software Engineering Immersive

*General Assembly, London, 2020*

## LLM in International Business Law

*UCL, London, 2009–11*

## Bar Vocational Course

*BPP Law School, London, 2008–09*

## LLB Law, 2:1

*University of Manchester, 2005–08*

# AWARDS

Distinction for LLM dissertation,

*On A Move Towards A*

*Political Theory of Statehood*

Called to the Bar (Lincoln's Inn)

# INTERESTS

## Gastronomy:

Not quite molecular, I am interested in perfecting home cooking by using innovative, flavour-boosting ingredients and honing my technique.

## Playing piano:

Obsessed with Chopin and working my way through his nocturnes with occasional detours via Debussy and contemporary film music.

## Playing squash:

Like boxing with a racquet, I enjoy the game's intensity.

# LANGUAGES

English (mother tongue)

French (conversational)

Spanish (conversational)

## Software Engineer

*Tocalabs, September 2020 – April 2021*

Rapidly integrated into the UI team of a fast-paced start-up, taking ownership within the first month of the product's new no-code WYSIWYG React-application-building platform, Toca Apps, after the Lead UI Developer (the platform's creator) left the team. Worked closely with third-party designer to build the company website using Toca Apps, requiring flexibility to respond to bugs encountered by the designer in the platform's first full road test.

Operated in an agile development environment using Azure Dev Ops to track bugs and features, with daily scrums and weekly/bi-weekly sprint meetings. Worked on a range of tasks including performance analysis and improvement, bundle size reduction, functional blocks (Toca Apps component groupings with variable inputs), bug fixes, and creating documentation from scratch for both Toca Apps and for new starters in the company.

## Software Engineering Immersive

*General Assembly, May 2020 – August 2020*

Full-time, 13-week coding boot camp covering a range of in-demand languages, frameworks and libraries via lectures and labs with implementation demonstrated through solo and group projects. Learning was characterised by daily stand-ups, an iterative and incremental style of teaching, pair programming, and test-driven development. Consolidated learning during following projects:

**Project 1 (Week 4) – HTML, CSS & Vanilla JavaScript:** 5-day solo project to recreate the classic Windows game Minesweeper using DRY code and recursive algorithms. // [Link](#) // [README](#)

**Project 2 (Week 6) – React, Node.js, Sass:** 48-hour pair programming hackathon developing a React front-end for the Pokémon API with feature-driven development. // [Link](#) // [README](#)

**Project 3 (Week 9) – MongoDB, Express, React, Node.js:** 5-day sprint in a 3-person team developing a full-stack web application that consumed the US-based recreation.gov API, integrated with our own NoSQL database, and presented with a fully interactive front end. I took ownership of data filtering and consolidation, SVG animation, Cloudinary integration, React Context API usage, and user preferences. // [Link](#) // [README](#)

**Project 4 (Week 11) – PostgreSQL, Python, Flask, React, CSS in JS:** 7-day pair-programmed sprint to create a full-stack web application. Used language sentiment analysis to create a wrapper for Reddit that tracks users' exposure to positive and negative sentiment, reflected via emotional UI. I took lead on implementing the Google Natural Language API, integrating Material UI components, and managing multiple context providers. // [Link](#) // [README](#)

*Additional career history available on [LinkedIn](#)*