

# Nick Newhouse

SOFTWARE DEVELOPER - NYC

[GitHub](#) | [LinkedIn](#) | (203) 644-6928 | [nick.newhouse@gmail.com](mailto:nick.newhouse@gmail.com)

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## EDUCATION

### App Academy

May-August 2018

- 1000-hour software development course with a <3% acceptance rate; curriculum emphasizes coding style, scalability, OOP, security, single-page apps, REST, and web development best practices

### Brown University

Sept 2010 - May 2014

- BA in Computer Science and BA in Computer Music and Multimedia

## WORK EXPERIENCE

### Software Developer (Level 2) - CardFlight

November 2018 - Present

- Developed and maintained production software for CardFlight's payments processing SDKs & API
- Created a JS map client using AWS Lambdas and Mapbox to render merchant transactions in real time
- Experienced with an Agile software development environment, working closely with managers to continually streamline our development process

### Musical Artist (Baircave)

May 2015 - Present

- Built and programmed custom electronic hardware for live performance (hacked Guitar Hero controller with sound-sensitive LEDs, custom El Wire logo, touch sensitive fruit)
- Featured original songs and remixes on three different internet collectives/labels
- Produced/co-wrote music for other New York songwriters

### Staff Composer - The Music Playground

July 2014 - May 2015

- Wrote/Produced 150+ tracks of original music and cover songs for film/broadcast
- Created/organized spreadsheets, entering metadata for tracks
- Worked with musicians, vocalists, and voice-over artists to realize client creative goals

## PROJECTS

### Groundpound | [Live Link](#) | [GitHub](#)

A [Soundcloud](#) inspired full stack web app written with a Ruby on Rails back end using a PostgreSQL database

- Leverages React/Redux's UI state to enable seamless playback while React refs allow for tailored customization of the HTML5 audio DOM controls
- Performs front-end authorization checks to limit visible components without needing to make continuous AJAX calls to fetch session information
- Stores image and audio file uploads through AWS S3, allowing for a more scalable application and a lighter load on the server

### Claustrophobe | [Live Link](#) | [GitHub](#)

A sleek puzzle game created using object oriented JavaScript and HTML5 canvas

- Dynamically animates blocks to give players intuitive feedback on their progress
- Features minimalist CSS transitions and color stylings with smooth drag animations, enabling new players to quickly jump in and explore while more experienced players can select more difficult levels

### Chess | [GitHub](#)

An implementation of chess made in Ruby and designed to be played in the terminal

- Exemplifies OOP best practices, taking advantage of modules and class extensions to keep code DRY

## CODING & MUSIC PRODUCTION SKILLS

React  
Redux  
JavaScript  
Kotlin

Ruby  
Ruby on Rails  
SQL  
Max

HTML5  
CSS3  
Logic  
Ableton