

Nick Newhouse

SOFTWARE DEVELOPER

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

PROJECTS

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

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

- Leverages React/Redux's UI state to enable seamless playback while the HTML5 audio DOM controls are fully customized using React refs
- 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 easily select more difficult levels

Hacked Guitar Hero Controller | [GitHub](#)

A superpowered GH controller affixed with Arduino-controlled inputs and LEDs

- Responsively lights up Neopixel LED strips based on performer input and loudness levels
- Maps both built-in Xbox input and added sensor input using Max MSP, exporting standard MIDI for use with any digital audio workstation

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

SKILLS

Ruby
Ruby on Rails
JavaScript
jQuery

React
Redux
SQL
Git

HTML5
CSS3
Arduino

EDUCATION

App Academy

May-August 2018

- Intense 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

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