NICK ALLEN

SOFTWARE DEVELOPER

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ABOUT ME

There are few things as satisfying as finding a novel solution to a problem, and learning from it. As a teacher, I love the challenge and process of discovering the best techniques, methods, and technologies to connect with and motivate each student. As a musician, I have the opportunity to grow, learn, and collaborate with many groups of performers in a professional environment. And as a software developer, I'm surrounded by the best of both worlds — endless problems to solve, skills to hone, and opportunities to both learn from and share knowledge with my mentors and peers. I'm eager to find the next thing to learn, and to, in turn, get the opportunity to pass that knowledge on to the next person!

SKILLS & EXPERTISE

Typescript	React	React-Native	Next.js	Expo
HTML/CSS	Tailwind	SCSS	Headless CMS	Python
C#	.NET	Material UI	Node.js	Javascript

WORK EXPERIENCE

Software Engineer
Monkeyjump Labs, Minneapolis | Jan 2023 - Aug 2023

- Collaborated with small teams to build cross-platform apps for web, android, and iOS, using React-Native, Typescript, and .NET.
- Researched and implemented integrations between Android devices and peripheral hardware over TCP/IP and with hybrid encryption.
- Contributed features and bugfixes to a project using headless CMS with Next.js, in order to improve error-handling, presentation, and analytics/SEO.
- Communicated with designers and engineers from the client company as a project's primary front-end developer, negotiating and satisfying client designs and requirements.
- Built up newer projects with a focus on maintainability, clarity, documentation, and appropriate.
- Joined existing projects, becoming familiar with and programming within established patterns.
- Trained and pair-programmed in C#/.NET.
- Styled in scss, Tailwind, and Native-base utility classes as required.
- Utilized Agile tools and processes for project-management.
- Contributed to a vibrant, welcoming, and supportive workplace culture <3

React Technical Consultant
eSolutionsONE, Minneapolis | Mar 2022 - Dec 2022

- Consulted with clients from several companies, including users, developers, and managers; determining project requirements, gathering feedback, and developing and showcasing solutions.
- Worked in several different frameworks and stacks. Developed apps built with Javascript, Ruby, React, Seismic webcomponents, and Angular components.
- Led a team in designing, architecting, developing, and implementing a timesheet application for internal company use.
- Explored stacks and frameworks new to the company, presenting the findings to the organization.

- Wrote multiple informational/how-to articles that were published on the company site.
- Met with ServiceNow leadership and developers to discuss and give feedback on their new, in-development webcomponent framework.
- Interviewed and recommended candidates for the React Technical Consultant role.
- Earned a reputation as an excellent Rubber Duck, listening to problems and asking the right questions to help others find and resolve bugs quickly.

Software Development Student
Prime Digital Academy, Minneapolis | Aug 2021 - Jan 2022

- Client Project: South Carolina Language Map
  - Developed a full-stack web application to track, search, and filter geotagged sites and their corresponding information, and display the results with an interactive map.
  - Integrated multiple APIs to plot geographic data and automatically add geotags to datasets.
  - Leveraged prior knowledge (proficiency with the PostgreSQL, Express.js, React.js, Node.js stack) to learn and implement new tools and libraries (Mapbox APIs, react-map-gl) with minimal friction.
  - Communicated with the client to negotiate project requirements and expectations.
  - Collaborated with colleagues in both remote and in-person settings.
- Solo Project: Cribbage Trainer
  - Designed and built a custom API to both score cribbage hands and measure the statistical potential of possible player choices, as well as a intuitive and interactive front-end experience for mobile
  - Users can practice the basics of scoring a cribbage hand, test their ability to choose the best possible cribbage hands, receive helpful feedback on their choices, and challenge themselves to beat their own (or others') highscores
  - Created a scope document to plan the development of an educational Cribbage Training application, including detailed wireframes, component descriptions, database relationships, and a projected timeline
  - Deployed as a full stack web application on heroku using Node.js, Express.js, React, Redux, and PostgreSQL
  - Live App: cribbagetrainer.herokuapp.com; Github Repo: github.com/blingusblongus/cribbage-trainer
- Organized various teams to plan and build group projects
- Assisted peers through pair coding, extracurricular discussion and mentorship, and, of course, emergency bug-hunting

EDUCATION

Prime Digital Academy | Minneapolis, MN | Full Stack Software Engineering Certification   Jan 2022
- Prime is an immersive software development training program with a focus on group projects, client work, DEI training, and professional development

Freecodecamp | Online | Javascript Algorithms and Data Structures   Jul 2021

Lawrence University | Appleton, WI | Bachelor of Music, Music Ed. and Bass Performance   Jun 2015
- Principal Bassist of the Lawrence Symphony Orchestra, 2011-2014
- Featured Performer with the Lawrence Symphony Orchestra
- Captain of the Lawrence Ultimate Frisbee Team, 2011-2014
- Co-founder of the Lawrence Deep Listening Club