

# Benjamin E Nolan

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<https://github.com/bonecrushereb>

## PROFESSIONAL PROFILE

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- Full Stack Javascript Developer with formal training in art. My technical skills combined with my unique background allow me to translate well between the worlds of design and development. I am looking for a role where I can learn new things and contribute to a team.

## TECHNICAL SKILLS

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- Proficient: JavaScript, Angular, PageJS, Node, jQuery, SCSS, HTML, CSS, Rest API, AJAX, MongoDB, SQL, Mocha, Chai, Jasmine, Protractor, Git, gulp, Atom, ExpressJS, Photoshop
- Intermediate: Python, Java, IntelliJ, ReactJS, IonicJS, BabylonJS, PHP, SEO

## PROJECTS

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### rememberable Jan 2017

App used for those that are high functioning and like to keep busy but have memory loss. It tracks tasks, priorities and dates due.

- Personally built project
- Technologies used are HTML, CSS, Javascript and jQuery

### Portfolio showcase Feb 2017

App used to showcase personal web development projects

- Personally built project
- Technologies used are HTML, Node, Javascript, gulp, MongoDB, SCSS, Angular, Express

### hue-manatee May 2016

App used to enhance and simplify the control of Phillips Hue Bulbs

- Helped create functionality of grouping and light manipulation and look of app on Front and Backend
- Technologies used are Node, JavaScript, gulp, MongoDB, SCSS, Angular, Express, Mocha, Chai and Protractor

## PROFESSIONAL EXPERIENCE

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### Javascript Developer Graduate | Code Fellows - Seattle, WA Feb 2016 - June 2016

An 18 week intensive program designed to feel like an actual working environment

### Web Designer | United By DNA - San Diego, CA June 2015 - August 2015

Non profit organization that believes the worlds problems should be solved by the collective of humanity.

- Created mockup and wireframe from improved site

### Artist | Sony Online Entertainment - San Diego, CA March 2014- February 2015, April 2012-August 2013

Video Game Developer and Producer with games such as Everquest and PlanetSide.

- Publicly credited for completing Low Poly Assets on two Everquest expansions: Rain of Fear and Call of the Forsaken
- Built tool to manage assets sent to/from game engine and Quality Assurance critical for meeting production deadlines
- Mentored incoming and outgoing interns
- Designed new assets with Art Director and Producer

## EDUCATION

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Certificate in Full Stack Javascript Development 2016 | Code Fellows, Seattle, WA

**Web Development 2013-2014| Mira Mesa College, San Diego, CA**

**Bachelors of Science, Game Art and Design 2012 | The Art Institute of San Diego California, San Diego, CA**