

Benjamin Nolan-Web Developer

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Full Stack JavaScript Developer with a background in Game Art and Design. A team player and quick learner, I excel at applying what I learn to new situations while meeting production deadlines.

Technical Skills

Proficient: **JavaScript, Angular, PageJS, Node, jQuery, HTML, CSS, Rest API, AJAX, MongoDB, SQL, Mocha, Chai, Jasmine, Protractor, Git, gulp, Atom, ExpressJS, Photoshop**

Intermediate: **Python, ReactJS, IonicJS, babylonjs, PHP, SEO, Java**

Education

Code Fellows, Seattle, WA
Mira Mesa College, San Diego CA
The Art Institute, San Diego CA

Certificate in Advanced Full-Stack JavaScript Development 2016
Continuing Education, Web Development 2013-2014
Bachelor of Science (B.S.), Game Art and Design 2012

Hackathons

Zoohackathon – October 2016 - <https://github.com/zoohackathon/responsibuyer>

- Developed Responsibuyer app which helps travelers avoid buying illegal wildlife products sold in various countries. Google Maps and JavaScript used for autocomplete functionality.

Seattle Sports Tech Hackathon- September 2016- <https://github.com/team-awesome-sea-sports>

- 3rd place finisher. Know Huddle App awards points for correctly forecasting plays for a NFL Football game. Used Facebook and Google+ for authentication and Angular-Bootstrap for front end.

Projects

twitter-react - May 2016- <https://github.com/CarrieShort/twitter-react>

- A discovery project that allows for Twitter interaction. Express used to access Twitter's API with a ReactJS front end.

Hue-Manatee - May 2016 - <https://github.com/hue-manatee/hue-manatee>

- Developed app for Phillips Hue Bridge and Light Technology by restructuring the group management system and authentication display. Angular front end with Node and Express back end.

ebb-tracker - March 2016 - <https://github.com/CarrieShort/ebb-tracker>

- Constructed ad hoc reports based on user's query about Seattle tide pools. Accessed NOAA's API and Google Maps' API using a proxy server and coding in jQuery and PageJS. Converted API data to a user friendly format.

Experience

United by DNA- Web Designer, San Diego, CA June 2015-August 2015

- Created mockup and wireframe for improved site.

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

- Publically 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.