

# Benjamin Nolan-Web Developer

Lynnwood WA | 858-366-5866 | [bnolancgartist@gmail.com](mailto:bnolancgartist@gmail.com) | [benjaminnolan@heroku.com](http://benjaminnolan.herokuapp.com) (web site)  
[linkedin.com/in/ben-nolan-28513349](https://www.linkedin.com/in/ben-nolan-28513349) | [github.com/bonecrushereb](https://github.com/bonecrushereb)

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.

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## 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, ReactJS, IonicJS, babylonjs, PHP, SEO**

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## Education

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**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

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## Hackathons

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**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>

- 3<sup>rd</sup> 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.

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## Projects

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**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.

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## Experience

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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.