

Nick de Waal

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SUMMARY

Highly motivated, self starting full stack developer, seeking to further launch my career building web applications and services. Adept in all stages of web development. Experienced software developer able to bring forth expertise in design, version control, cross-browser and device testing, and the implementation and maintenance of software systems. Able to effectively self-manage during independent projects, as well as collaborate in a team setting. Quintessentially, I love to code.

SKILLS

Javascript • NodeJs • MongoDB • React • Redux • HTML5/CSS3 • Sass

RECENT PROJECTS

JAN 2021 – APR 2021

Speedquiz, Full Stack Engineer | [link](#) | [github](#)

Html5 • Sass • Bootstrap • React • Redux • Axios • JSON Web Tokens • NodeJs • Express • MongoDB • NGINX

Speed Quiz was created for English teachers to help them introduce and practice new vocabulary in the classroom. It is a charades style game.

- I used *React* and *React-Bootstrap* on the frontend to create a clean and simple layout.
- I used *Redux* to manage state between the settings and game pages with local storage to persist redux state.
 - This entailed designing and coding some complicated logic using nested lists of checkboxes in order to add and remove words from a master list into the game word list.
- The website required a backend in order to save word lists for future use. I used *NodeJs* and *Express* with *JSON web tokens* for authentication.

JUL 2020 – DEC 2020

Classpoint, Full Stack Engineer | [link](#) | [github](#)

Pug • Sass • ES6 • NodeJs • Express • MongoDB • Babel • Parcel • Axios • Passport • Google OAuth2

Classpoint is a student participation tracking tool for teachers. Teachers can save classlists and track their students' participation in games and class activities.

- I created a route handler factory on the backend, using *NodeJs*, *Express*, and *MongoDb* to take in models and return routes like *createOne*, *deleteOne* and *updateOne*, for common RESTful routes.
- I used the authentication middleware, *passport.js* in order to incorporate *Google OAuth2*.
- I chose to use *NGINX* for my web server and used *Let's Encrypt* to enable HTTPS.

DEC 2020 – APR 2021

Scategories, Full Stack Engineer | [link](#) | [github](#)

HTML5 • Sass • Bootstrap • React • Redux • Babel • Parcel

Scategories is a variation on the classic game Scattergories. It is a creative-thinking, category-based game. The objective is to score points by uniquely naming objects within a set of categories, given an initial letter, within a time limit.

- Scategories does not require any persistent data between sessions, so I did not create a backend for this site.
- I used React and React-Bootstrap for the front-end with some custom Sass, and Howler for the audio effects.
- I designed a table for game play in which each cell can only be typed into if the user begins the word with the correct letter for that row and in which cells are tabbable to their columns current cell of completion.

OCT 2020 – DEC 2020

Connect Four, Full Stack Engineer | [link](#) | [github](#)

Pug • Sass • Bootstrap • ES6 • Express • MongoDB • Cloudinary • Multer • Passport • Google OAuth2 • Parcel • NGINX

Connect four is a game where opponents must connect four of their tiles in a row. I adapted it into a tool for English teachers for practicing new vocabulary.

- I needed a way to store large quantities of my users' uploaded photos which are used to teach their students new vocabulary. I used the *NodeJs* middleware, *multer*, to upload user photos in conjunction with the external video and image sharing API, *Cloudinary*.

EDUCATION

Sept 2009 - Aug 2012

The King's University, Edmonton

Bachelor of Arts: Politics, History & Economics, 3.6 GPA

- Graduated with Honours
- Developed my soft skills like effective communication, networking, teamwork and leadership as vice president of the student government.

OTHER EXPERIENCE

2016 – 2021

English Teacher, South Korea

- Teaching English in Korea inspired me to further my development as a full stack engineer. I started to develop tools online to teach my students. I soon realized that once you know how to code you can see a problem, and reverse engineer a solution that can provide support for an exponential number of people. I discovered that what I really wanted to do with my life was code.