MARTIN NICOLA

SOFTWARE ENGINEER

github.com/codewithmarty @ martinnicola89@gmail.com

Self-starting, independent, and versatile full-stack web developer. Passionate about learning new technologies and using them to improve real-world systems. Skilled at uncovering solutions to difficult problems and can complete projects with minimal direction. Life-long leader, mentor and educator.

TECHNICAL SKILLS

Languages, Frameworks, and Libraries:
JavaScript, Python, Node.js, Express.js, Socket.IO, HTML5, CSS, jQuery, AJAX, Django, React.js, Vue.js, Angular, Java, C++, C#, SwiftUI

Databases and DB Management Tools:
PostgreSQL, mySQL, mongoDB, Mongoose

Data Science and Machine Learning:
R, TensorFlow

Methodologies:
Object Oriented Programming, MVC Pattern, Responsive Design, Test-Driven Development, Authentication, User Stories, ERDs, Wireframing, REST APIs

EDUCATION

Data Science: Machine Learning with TensorFlow APIs
2022

Google Developer Courses

Course in linear and logistic regression, minimizing loss function, training and validating ML models and applications of neural networks.

Software Engineering Immersive
2021

General Assembly

Full stack web development program focused on integrating complex back-end functionality, intuitive front-end user interfaces, and best-practices of OOP, MVC frameworks, team development, and test-driven deployment.

Biomedical Physics (MSc)
2017-2018

Toronto Metropolitan University

Performed advanced data analysis and manipulation with C++ toolkits and Python based programs to analyze dosimetry around nonoscale of novel form of radioactive particle

PROJECTS

Shooter SwiftUI Mobile Game
github

Shooter iOS game that allows players to play as the UFC fighter Khabib as he takes down wild bears.
Technologies used: SwiftUI

MMA API
deployed | github

A set of endpoints that allows any user to collect data on their favourite MMA fighters to build out their own applications.
Technologies used: Express/Node, MongoDB and Python (Webscraping).

Pokemon Adventures Game
deployed | github

A full stack application that allows users an immersive experience where they too can become a Pokemon master.
Technologies used: Express/Node, MongoDB, PokeAPI

PROFESSIONAL EXPERIENCE

Full Stack Developer
05/2022 - present

Agency Undone

Backend development in node, forming a variety of modules to be utilized in repetition across multiple projects. Frontend development in Vue.js framework, assembling many pre-built components together in a well-oriented and responsive design. Data cleansing, analysis, and centralization from multiple sources including MongoDB and JSON API, identification and display of relevant metrics for client analysis in an easily-digestible format.

Associate Instructor
12/2021 - present

General Assembly

Instruct students engagingly, encouraging teamwork and promoting overall technical skill enhancement. Students are mentored while they build four fundamental projects including a capstone MERN stack application.