



examples

popperception.com

crowdhall.com

mightybell.com

trustthecrowd.com

acts.worldvisionyouth.org

jibe.com

exclamations

"Nick is the real deal – a highly skilled developer and designer...it's rare indeed to find a guy who combines serious technical chops with a gift for creating beautiful UIs."

Bryan Sise

Product Marketing, Twitter

"Nick blends the line between engineer and designer like no other person I know. He's a valuable asset to any team that he's on."

Bryan Shanaver

Technical Director, Fifty&Fifty

extrovert

http://exygen.io



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Skype: exygen



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Github: nickw



Las Vegas, NV 89101



experience

2014 Co-Founder + CTO, CrowdHall: Las Vegas, NV – June 2012 - July 2014

CrowdHall was an early stage, venture-backed startup that provided a platform for high profile individuals and organizations to host crowd-sourced, Q&A town halls. As CTO I was responsible for all application development, technical infrastructure, product strategy, visual and interaction design as well as managing resources.

2012 User Interface Engineer, Mightybell: Palo Alto, CA - Feb 2012 - June 2012

My time at Mightybell was spent assisting in a large redesign and pivot of their existing product. My contributions extended from wireframes and UX flows to user interface development to Ruby on Rails application development.

2010 Lead Software Architect, Pride-Media Group: San Diego, CA - Aug 2009 - Aug 2010

I was hired by Pride-Media to lead a team of Ruby on Rails developers in building an enterprise-level, SaaS (Software-as-a-service) application for the travel and insurance industries. In addition to software development, my responsibilities included resource management, application and server architecture, vendor evaluation, and customer support.

2009 Software Engineer, Digitaria Interactive: San Diego, CA — May, 2006 - Aug 2009

At Digitaria, I was a member of the FOSS (Free and Open Source Software) Team where we specialized in building large-scale, SaaS applications in Ruby on Rails for Fortune 500 Companies.

2006 Web Designer, Outcome Interactive: San Diego, CA — Apr, 2005 - Apr, 2006

As a web designer at Outcome Interactive, I was responsible for designing attractive, reusable web site templates for small topical law firm web sites. Once approved, I was tasked with transforming these designs into cross-browser, standards-compatible, SEO-friendly web sites.

expertise



RUBY ON RAILS

Heroku, PostgreSQL, HAML, SASS

SKILL LEVEL ●●●●●●



LINUX / UNIX

Shell Scripting, Server Administration

SKILL LEVEL ●●●●●●



WEB STANDARDS

HTML 5 & CSS 3

SKILL LEVEL ●●●●●●



GIT

Distributed version control

SKILL LEVEL ●●●●●●



JAVASCRIPT

jQuery, Angular.js, Ember.js, Node.js

SKILL LEVEL ●●●●●●



COCOA / OBJECTIVE-C

Mac, iPhone and iPad applications

SKILL LEVEL ●●●●●●



AUTOMATED TESTING

RSpec, Cucumber, Capybara, Karma

SKILL LEVEL ●●●●●●



ADOBE CREATIVE SUITE

Photoshop, Illustrator, InDesign

SKILL LEVEL ●●●●●●