

Nick McCormick

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Technical Expertise

Strong

- JavaScript
- C#
- Jade
- Websockets
- Unity
- ReactJS
- Git
- HTML/CSS
- Coffeescript
- Photoshop
- AngularJS
- Mercurial
- Grunt
- Mocha
- InDesign
- Node.js
- MongoDB
- Sass
- jQuery

Knowledgeable

- Backbone
- React Native
- Meteor
- MySQL
- D3

Recent Projects

Equipp

Full Stack Engineer

equipp.me

Team management platform with chat, calendar, document store, and agile to do list

- Designed and built agile to do list with drag-and-drop interface
- Organized team membership and administration with an intuitive routed menu
- Created a consolidated Angular factory to optimize database calls to a single command

Foodhyped

Scrum Master, Full Stack Engineer

foodhyped.nickmc.co

Restaurant aggregator that creates a "hype score" based on twitter, yelp, and instagram popularity

- Created project architecture in Node.js and organized Git workflow as scrum master
- Designed and deployed React frontend utilizing Google Maps API
- Ported to mobile in React Native

Smarter Shopping List

Full Stack Engineer

github.com/kenning/smarter-shopping-1

Shopping list and recipe search engine integrated with USDA data and social recommendations

- Architected and implemented recipe interface using data from nutrition APIs
- Used Firebase to implement "following" functionality, allowing users to share shopping lists

Independent Projects

BreannaBaker.com

Technical Consultant

breannabaker.com

Portfolio site featuring several responsively designed layout patterns

- Refactored styling to adapt to separate mobile layout
- Contributed numerous minor CSS additions

Popul Vuh

Creator, Full Stack Engineer

populvuh.nickmc.co

A "Roguelike Deckbuilder" game created in Unity3D available on mobile and web

- Wrote complex game logic for 50+ cards in C# using OOP design principles

Education

MakerSquare | Accelerated Software Development Program, partner of Hack Reactor

2015

University of California, Santa Barbara | B.A. in Environmental Studies

2013

- Relevant coursework: Corpus Linguistics, Statistics, Quantitative Methods
- Studied abroad at Freie Universität Berlin
- Presented on environmental policy to a member of European Parliament

Personal

I have created dozens of board games to play with my friends. I love game design and gamification aspects of UX, and I also love mountain biking and hiking.