

## **Nicholas Snyder**

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**Portfolio:** <http://www.snyderdeveloper.com>

**Linkedin:** <https://www.linkedin.com/in/nick-snyder-development>

**GitHub:** <https://github.com/nasnyder91>

### **Summary:**

Shifting career towards software development from woodworking. Currently employed as a yacht interior cabinet maker. Since starting to study software development, has created several iOS and web projects. Dedicated and motivated to gain further technical skills through self education and work experience.

### **Technical Skills:**

Languages: HTML5, CSS3, JavaScript, Swift, Objective-C, Java

Development Software: Atom, Sublime Text, Xcode, Jcreator

Platforms: Windows, iOS

Version Control: Git

Frameworks: React, Phaser, CoreData, UIKit, Cocoa Touch

Other Software: JIRA, Confluence, Photoshop, Rhinoceros 3D, SolidWorks

### **Projects:**

**Classic Game Collection :** August 2017 – September 2017

<http://www.nsclassicgames.com/>

A collection of games using various javascript frameworks and libraries including jQuery, Bootstrap, and Phaser. Each game showcases different skills and techniques to display and manipulate objects in the browser.

**Proportion Distortion:** March 2017 – June 2017

<https://itunes.apple.com/app/proportion-distortion/id1257412093?mt=8>

This app broadened my knowledge of swift, objective c, and Xcode. Proportion Distortion allows the user to enter and organize cooking recipes in an easy to navigate layout. It also gives the user the ability to change the proportions of the recipe (half, double, triple, etc.).

### **Education:**

Hunterdon Central Regional High School: 2006-2010