

# Nick Snyder

Web Developer

## CONTACT INFO

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Goal-oriented web developer with proficiency in both front end and back end development. Experience with many of the most popular modern development technologies in multiple languages.

## SKILLS

**Languages:** HTML5, CSS3, JavaScript, TypeScript, SQL, Java

**Frameworks and Libraries:** Angular, jQuery, Materialize-CSS, Bootstrap

**Database Managers:** MongoDB, MySQL

**Tools:** NPM, Webpack

**Client/Server:** RESTful API, CRUD functionality, AJAX, Fetch API, Async/Await

**Server-Side Development:** Node.js, XAMPP

**Development Software:** Atom, Sublime Text, Visual Studio Code

**Design Software:** Adobe Photoshop, Adobe Illustrator, Rhinoceros 3D, SolidWorks

## PROJECTS

### Tadoo

<https://dry-hollows-34186.herokuapp.com/>

Simple to do list tracker using Node.js, Express, and MongoDB on the backend. Users are able to register, login, and save "tadoos".

### WeatherViewer

<https://nasnyder91.github.io/weather-viewer/>

A weather app that receives data from the WUnderground API and displays it within the UI, designed with Materialize CSS. The app will also save your locations in local storage and the weather in session storage.

### My Professional Portfolio

<https://www.snyderdeveloper.com/>

My personal portfolio that displays my projects and provides a download link for my resume as well as a contact form. UI is designed with bootstrap. Projects are pulled from GitHub using the GitHub API.

### SGS Cabinetry

[www.sgscabinetry.com](http://www.sgscabinetry.com)

Showcase of work and contact information for Steve Stroetzel, a cabinetmaker located in Annapolis, MD. I used bootstrap for the UI and jQuery for Javascript functionality.

### Classic Game Collection

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

Contains a collection of games using various javascript frameworks and libraries including ReactJS, jQuery, Bootstrap, and Phaser. The games are designed in order to practice DOM manipulation.