

Nathan Lynch

Sherwood, Arkansas

lennolynch@gmail.com | 501-426-0507

<https://www.linkedin.com/in/nathanlennolynch/>

<https://github.com/nathanlennolynch>

Objective

Dedicated and detail-oriented professional transitioning from technical leadership in mechanical and electronic repair to full-stack development. Currently enhancing programming skills at Arkansas Coding Academy with a focus on building efficient, scalable web applications. Eager to bring strong problem-solving skills and technical expertise to a dynamic programming team.

Education

Arkansas Coding Academy - Full-Stack Web Development

February - June 2024

- Engaged in intensive training on both front-end and back-end technologies, including HTML, CSS, Bootstrap, Angular JS, JavaScript, Java and SQL database management (MariaDB).
- Developed comprehensive projects from conception to deployment, focusing on creating fully functional, data-driven web applications.

Arkansas Coding Academy - SQL Bootcamp

August 2023

- Participated in an intensive 3-week coding bootcamp focused on SQL, utilizing HeidiSQL and MariaDB.
- The course provided hands-on experience in database management and querying techniques.

Professional Experience

Best Enterprises — Team Lead/Welder

Cabot, Arkansas

2018 - May 2024

- Spearheaded a team of technicians in executing new product designs and enhancements, significantly improving implementation processes and product reliability.
- Managed project timelines and coordinated with upper management to ensure alignment with business goals.
- Enhanced team understanding and efficiency in reading and applying schematics and wiring diagrams for complex machinery.

uBreakiFix — Repair Technician

North Little Rock, Arkansas

2016-2017

- Specialized in troubleshooting, diagnosing, and repairing a wide range of electronic devices, ensuring high levels of customer satisfaction and return business.
- Utilized technical manuals and repair guides to restore electronics to their optimal functional state, often exceeding typical throughput expectations.

Technical Skills

- Programming Languages: JavaScript, SQL, Java, GDScript
- Tools & Technologies: Git, Gitub, MariaDB, Eclipse, IntelliJ, Visual Studio, HeidiSQL, Godot
- Systems: Windows, macOS, Linux, z/OS

Projects

Web-based Inventory Management System (Arkansas Coding Academy)

- Developed a responsive web application to manage inventory data for small businesses using MariaDB.
- Implemented user authentication, data visualization using Chart.js, and full CRUD operations.

Godot 2-D Platformer

- Designed and developed a 2D platformer using the Godot game engine. Responsibilities included creating player movement mechanics, implementing physics, designing level layouts, and integrating animations.

Interests

- Artificial intelligence
- Godot
- IBM z/OS and mainframes
- Machine learning
- Open-source contribution
- Hiking