Niklaas Cotta

Eugene, OR || nikcotta@gmail.com || (423) 508 - 4866

ncotta.github.io · github.com/ncotta · linkedin.com/in/niklaas-cotta

Skills

Programming Languages: Javascript, PHP, Python, C#, C/C++, JSON, YAML
Tools: React, NodeJS, Material UI, CakePHP, Docker, Kubernetes, Unity, MySQL, Flask, Git and Github, Apache, AWS, REST API
Communication: UML Diagrams, technical reports and writing, presentations (small/medium audiences)

Experience

Mentia DTX Inc. | Remote (Eugene, OR)   *Feb. 2023 – present*
Full Stack Developer

- Expounded upon existing website UI, API, and database to implement new features and fixed existing bugs
- Refactored and facilitated update of the legacy code base from React 16 to 17, updated NPM packages accordingly, and replaced deprecated ones. Helped transform code from old class components to functional components and implemented React hooks
- Performed DevOps duties, such as setting up a Kubernetes cluster for a new application. Updated existing Kubernetes clusters from v1.21 to v1.28
- Administrated Ubuntu VPS, managed users, reinstated SSL certificates, maintained Apache 2 web server
- Wrote several scripts in Python to automate tasks
- Demonstrated adaptability in learning new technologies, self-management, and resilience in a startup environment

CDK Global | Eugene, OR   *June 2021 – Sept. 2021*
Infrastructure/DevOps Intern

- Developed 3 automation tools in Python to compile and display diagnostics and metrics, pulled from AWS, load-balancers (F5s), and the network, resulting in shortened time on repeated tasks for network engineers
- Obtained working knowledge in cloud infrastructure and infrastructure fundamentals

Education

University of Oregon | Eugene, OR   *Sept. 2019 – June 2022*
Bachelor's in Computer Science, GPA 3.8
Vice President of Developer's Club, Member of Women in Computer Science Club

Certifications

- AWS Certified Cloud Practitioner (CLF-C01)   *Jan. 2023*

Projects

Rocket League Competition Website (Javascript, Python/Flask, MySQL)

- Designed and developed backend using Flask with MySQL, and created front-end UI components with Javascript

Buyukproje (Unity, C#)

- Wrote and implemented core game mechanics, specifically enemy behavior

Worldbuilder App (React, Firebase)

- Solo development project, built to assist with fantasy writing