

Brian Nelson

nelsonsbrian@gmail.com | (253) 293-4203
Github: <https://github.com/nelsonsbrian>

Website: <https://www.nelsonsbrian.com/>
LinkedIn: www.linkedin.com/in/nelsonsbrian

Summary of Qualifications

As an experienced technologist with nearly a decade of coding scripts and creating end-consumer interfaces, I love the process of delivering high quality projects that leave team members and consumers with a need satisfied. I am looking for a role where I can utilize my technical and team building skills to use and further absorb newer technologies.

Technologies

Javascript NodeJS React HTML/CSS Git/Github
Bootstrap API AngularJS Express MongoDB

Experience

Nucamp, Tacoma, WA 2019-Present
Coding Instructor

- Lead server-side development workshops featuring NodeJs, Express & MongoDB.
- Work to foster understanding alongside new web developers/software engineers.
- Coach and mentor students after administering technical whiteboard interviews

Off the Record, Seattle, WA - Contract Internship 2019
Front End Developer

- Took new mobile website menu functionality from inception through to production.
- Developed in AngularJS using SCSS, Gulp, Bootstrap. Updated existing codebase.
- Redesigned and implemented client dashboard feature. Made consistent functionality and styling while adding in proper mobile responsiveness to improve user experience.

DigitalCrafts, Redmond, WA - Contract 2019
Teacher Assistant - C# Training at Microsoft - Contract

- Mentored students in daily class projects, including day and a half hackathon.
- Reviewed teaching points of: delegates, design patterns, dynamics, events, attributes, Azure logic apps, web jobs, async programming, multithreading with 25 students.

Safeway Distribution Center & Bakery, Bellevue & Auburn, WA 2012-2017
Roles: Maintenance/Production Supervisor | Buyer/Player | Shipping Foreman

- Designed, developed, and implemented ladder logic processors utilizing PLCs and HMIs

Projects

- NodeJS - Axon-OLC Bundle for RanvierMud
 - ◆ Safely allow non-developer to customize JSON/YAML files
 - ◆ Easily customizable and expandable menu system
- NodeJs - RanvierMud Engine adaptation. Recreating C-based mud into Node
 - ◆ Full fledged game with 30 active players. Over 500 commits over last 14 months.
 - ◆ Created robust and expandable combat, buff/debuff, quest, and guild systems that enable non-coding team members to create content.
- React - Ultimate Tic Tac Toe: Play extreme game of Tic Tac Toe using React basics.

Education

Web Development at Epicodus - Coding BootCamp 2019
Seattle, Washington - 6 months - 950 keyboard hours

Bachelor of Business Administration 2008
Supply Chain Management & Mathematics
Central Washington University