

Brian Nelson

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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 Redux Express MongoDB

Experience

Nucamp, Tacoma, WA 2019-Present
Coding Instructor

- Personally mentor students implementation of React Redux, reducers, and middleware.
- Review React Router and single page application architecture.
- Conduct code reviews with students.
- Lead server-side development workshops featuring NodeJs, Express & MongoDB.
- Focus Topics: RESTful API, Mongoose Models, Passport & JWT Authentication, CORs.
- Coach 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.

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