

Nigel Harsch

nigelharsch.com

Top Skills

- Backend Development
 - Python/Django
 - Clojure
 - Node, Objection.js
 - SQL
- DevOps
 - AWS
 - Terraform
- Frontend Development
 - Clojurescript
 - React + Redux

Work Experience

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2023 - Present

Technical Product Manager

- Oversee development for core platform features
- Point-of-contact for client
- Requirements gathering, project planning, documentation
- Sprint planning and management
- Translate technical requirements to everyday language for clients
- Writing automated end-to-end testing
- Researching and Scoping new feature requests
- Tools used
 - Redmine
 - Lucidchart + Memaids.js
 - Playwright
 - Grafana
 - Obsidian

Vallen (on contract through Insight Global)

2023

Data Engineer

- Helped build and maintain Data Warehouse and Data Pipeline for large enterprise corporation
- Core Developer
- Devops Engineer
- Tools used
 - Clojure
 - Postgres
 - SQLServer
 - Azure

- Kubernetes
- Terraform
- C#

Cedar Pine Consulting

2022 - Present

Consulting Data Engineer

- Collaborated with Project Lead on Data Architecture
- Design and implementation of custom "Form Builder" Application with JSON Schema
- Work directly with client on requirements gathering
- Work directly with client data analytics
- Tools used:
 - Next.js
 - React
 - JSON Schema
 - Postgres
 - Tableau

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2016 - 2022

Senior Full Stack Developer

Front End and Back End web development for digital arts agency. Long term support for major ecommerce clients.

- Backend/Frontend development and support for client web and mobile apps
- Built integration tools and micro services to connect modern web apps to legacy enterprise systems
- Contributed to and maintain open source libraries
 - django-oscar-bluelight
 - django-oscar-api-checkout
 - django-oscar-wfrs
 - django-oscar-cybersource
- Tools used:
 - Python
 - Django
 - Django Rest Framework
 - Wagtail
 - Django-Oscar
 - TypeScript
 - React
 - Node/NPM
 - Docker, docker-compose
 - Terraform
 - AWS
 - ECS
 - Lambda
 - RDS
 - Kinesis

Asuza Pacific University

2022 - 2023

Instructor - Sound for Games

- Teaching Sound Design fundamentals, Unity, FMOD, C# scripting for Unity to undergraduates
- Built Course website with interactive sound tutorials
- Tools used
 - Unity + C# scripting
 - FMOD

INDemand

2014 - 2016

Programmer/Analyst

- Maintain internal Python/Django web apps
- Media workflow automation with python scripts
- Tools used:
 - Python
 - Django
 - Javascript
 - FFMPEG

Education

B.A. in Communication Arts, North Park University - Class of 2010