Nicholas Xie

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SKILLS

WEB DEV

Fluent:

NodeJS • Angular • Django • Javascript Hapi.js • HTML • CSS, Foundation, Skeleton • MySQL, SQLite • JQuery

Experienced:

Meteor • MongoDB • Cordova • Sass

DEVOPS & TOOLS

Fluent:

Ansible • Vagrant • Git • JIRA • Scrum

Experienced:

Phabricator

GENERAL PROGRAMMING

Fluent:

Python • Java • Racket

Experienced:

C • LATEX • Bash • Vim • Android

MEDIA EDITING

Fluent:

Photoshop CS6 • Sony Vegas 12.0 Pro Colour Grading and Correcting

Experienced:

Final Cut Pro X • Audio Editing

LINKS

Github://github.com/nick-xie LinkedIn:///in/nicholas-xie-351155147 YouTube://

/channel/UChzu7_kN6J6ZGxrdoA9kgjw

EDUCATION

UNIVERSITY OF WATERLOO

BMATH-COMPUTER SCIENCE MUSIC MINOR

Fall 2016 - Ongoing | Waterloo, ON

- Advanced math courses: Linear algebra, calculus, analysis, discrete math
- Advanced computer science courses: Data structures, nodes and trees
- Music Theory, Music History, Violin

EXPERIENCE

BONFIRE INTERACTIVE | SOFTWARE DEVELOPER INTERN

May 2017 - Aug 2017 | Kitchener, ON

- Solely revived and relaunched internal dashboard tool used daily in the resolution of support tickets
- Dashboard reduced the need for customer portal admin permissions in resolving tickets by 90%
- Complete UI/UX redesign and restructure using Sass and Foundation
- Worked extensively with Angular to build out new features with best practices kept in mind (factories, services, etc)
- Updated backend structure to allow multiple database environments using Hapi.js with Node
- Gained DevOps experience using Vagrant and Ansible to set up deployment as well as provisioning

UNIVERSITY OF GUELPH - MEDIA BROADCASTING |

SWITCHBOARD OPERATOR

Sep 2013 - Aug 2016 | Guelph, ON

- Improved broadcast quality to win Guelph's first OUA 2015/16 Broadcast of the Year
- Professional level camera and audio system setup and cleanup with RealTek Tricaster software

PROJECTS

AVARON. WEB-BASED PARTY GAMES

Dec 2016 - Current | Django, AJAX, SQL, Meteor, Angular

- Webapp to distribute roles for players in a gameroom for popular deception games. Currently live, link found in project readme
- Set up basic request/response model viewer controller framework
- Implemented sessions so that players have unique views
- Incorporated AJAX form requests so that game lobby refreshes real time
- Remade with Meteor-Angular with user accounts

FARTLEK

Dec 2015 - Jan 2016 | Java, Android Studio, LibGDX

- play.google.com/store/apps/details?id=com.nnldev.fartlek.android&hl=en
- Collaboration with two high school classmates to develop endless runner game

INTERESTS

Cross Country and Track and Field running

- Varsity athlete on University of Waterloo track and cross country team Violin
 - Grade 9 RCM Violin Diploma, Honours
 - Guelph Youth Symphony Orchestra Member 2013-2016 (Principal violinist for 2015/16 season)
 - Performance Ensemble of Canada Member 2015/16