

Nick Kelly

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EDUCATION

Arizona State University

Bachelor of Science in Computer Science, Certificate in Game Development

Tempe, AZ

Aug. 2020 – May 2024

EXPERIENCE

Software Developer

Engenuity Systems

May 2022 – April 2024

Chandler, AZ

- Revitalized company workflows by engineering React web applications and scripts, optimizing various operational processes
- Developed containerized Docker applications showcased in live demonstrations for hundreds, effectively highlighting the capabilities of our main platform
- Enhanced product quality by meticulously documenting and reporting bugs and UI/UE issues on the main web platform using Clickup's project management software.

Video Game Developer

Building Black Youth Foundation

Sep. 2023 – May 2024

Tempe, AZ

- Developed early learning video games for children aged 6-12 using Unity, built to enhance cognitive and academic skills
- Contributed 4 games that focused on a variety of educational topics to an established codebase via Github
- Integrated games into a cohesive navigational UI, centralizing access to all group members' games within a single Unity project
- Led several team sprints, overseeing the progress of all group members and tracking milestones using Taiga's project management software

Software Development Intern

Metalcraft Inc.

Sep. 2021 – November 2021

Tempe, AZ

- Streamlined a comprehensive online ERP system, overseeing its successful integration to manage various internal/external operations

PROJECTS

Web Portfolio | *React.js, Three.js, Blender, Github, Azure* | www.nickkelly.me

Aug. 2022 – Present

- Crafted a unique personal website to showcase details about myself and highlights several captivating side projects I've undertaken
- Designed UI/UE with front-end technologies and created all the 3D models using Blender
- Hosted website using Microsoft Azure's Web Applications

BBYF Game Development Project | *Unity, C++, Github, Taiga* | [Certificates](#)

Sep. 2023 – May 2024

- Developed an engaging suite of educational video games for children, designed to teach early academic concepts while highlighting and celebrating the significance of Black culture

IoT Device Point List (Full-stack) | *Node, Express, REST API, MongoDB, Azure*

Jan. 2023 – May 2023

- Developed a website that transforms REST API JSON data for IoT devices into an intuitive UI, facilitating the construction of device templates

OpenADR React Project (Full-stack) | *Node, Express, REST API, Docker, Dapr*

Jan. 2024 – March 2024

- Developed and containerized a React web application for simulating interactions between our company's web platform and external OpenADR services

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS

Frameworks: React, Node, Express, REST API

Developer Tools: Git, Docker, Dapr, Microsoft Azure, VS Code, Visual Studio, Eclipse, MongoDB

Libraries: WebGL, Three.js

Creative Tools: Unity, Unreal, GameMaker, Blender, Photoshop