

# NICK FALCONE

Nicholas.E.Falcone@gmail.com | 315.559.1598

[nickfalcone.net](http://nickfalcone.net) | [github.com/nickFalcone](https://github.com/nickFalcone) | [linkedin.com/in/nicholasfalcone](https://linkedin.com/in/nicholasfalcone)

**BACKGROUND:** I began my development journey by programming graphing calculators in middle school to check math problems and create games. My prior career in investment banking challenged my logical problem solving skills through building financial models in Excel. In attending The Iron Yard and dedicating over 80 hours each week to programming, I am taking the next step to become a professional developer.

## SKILLS & TOOLS

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### Technical Skills:

- JavaScript (vanilla)
- HTML5 (semantic) / CSS3 / SASS
- React (JSX) / AngularJS
- AJAX / APIs
- Responsive / mobile-first design

### Build Tools:

- Gulp
- Browserify
- Terminal / CLI
- Git
- Babel

## PROFESSIONAL EXPERIENCE

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The Iron Yard

Charlotte, NC

Front-End Engineering (JavaScript) and MVC Frameworks

March 2017 – June 2017

The Iron Yard is an immersive, 12-week programming bootcamp offering project-based software development instruction.

### ■ *SharedSpace* – [sharedspace.herokuapp.com](http://sharedspace.herokuapp.com)

- Collaborated with a front-end student and back-end student (Java) to build a single-page Angular web application that records socially-positive contributions in co-working spaces
- Structured the application with multiple components, including: navigation bar, task, user, and high-score list
- Implemented Angular's interval function to update the task list every second for a better user experience
- Used Foundation Grid layout with a mobile-first design approach, and tested the application on multiple devices

### ■ *Quiz Game!* – [quiz-game.surge.sh](http://quiz-game.surge.sh)

- Used jService API and an AJAX call to make a game that displays real Jeopardy questions to a user
- Recorded the user's points based on question value, and displayed the correct answer after an incorrect guess
- Set a delay of three seconds to retrieve the next question after a guess, giving users time to read the answer

### ■ *Crazy Taxi* – [crazy-taxi.surge.sh](http://crazy-taxi.surge.sh)

- Used AmpersandJS to create a 2D taxi movement game with multiple views for setup, gameplay, and endgame
- A passenger and destination are randomly placed on the map, with a new passenger generated upon arrival
- The passengers' transit status, taxi fuel, and total fare are tracked; the game ends when fuel reaches zero

Sherman & Company

Charlotte, NC

Investment Banking Analyst

June 2015 – January 2017

Focused on mergers and acquisitions advisory for the insurance technology industry. Prepared valuation analyses, financial models, company offering memoranda, and industry research.

### ■ *EagleEye Analytics' \$42MM Sale to Guidewire Software (NYSE: GWRE)*

- Assisted with drafting the confidential marketing document highlighting EagleEye's machine learning capabilities
- Prepared a valuation report for EagleEye's board of directors by analyzing similar precedent transactions

### ■ *Ebix's \$475MM Proposed Acquisition of Patriot National (NASDAQ: EBIX / NYSE: PN)*

- Presented PN as a compelling acquisition target for Ebix due to overlapping services and potential cost synergies
- Provided a valuation of PN, which Ebix subsequently offered to acquire at a 37 percent premium to share price

### ■ *Sale of MarketStance to Verisk (NASDAQ: VRSK)*

- Responsible for portions of the marketing document that explained MarketStance's data cleansing process
- These explanations targeted for a non-technical audience increased interest among buyers, and ultimately resulted in a final purchase price of twice the acquirer's initial offer

## EDUCATION

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University of Rochester

Rochester, NY

Bachelor of Arts in Financial Economics

May 2015

Minor in Computer Science