

# Nick Aldwin D. Lemoncito

Software Engineer

## SUMMARY

Creative, detail-oriented, software engineer with record of creating and implementing successful front and back end web applications. Looking to bring my skills to a tech company with global reach.

## WORK EXPERIENCE

### Software Engineer at 100devs Los Angeles, CA (REMOTE)

Feb 13 2023 — Present

- Collaborated with a team of developers to build modern and responsive web applications using best practices
- Built semantically structured full stack web applications
- Applied agile methodologies like SCRUM for project management

#### Recent Projects:

**Kaldi coffee shop (Static Web App)** – Users can visit the site view the products and services of the coffee shop

**Todo list with auth (Fullstack Web App)** – Users can sign up and login create their own todos

**100Hours Project** – quick\_pound (Social network) -User can login, like and delete post and log out

**Other Projects:** Small Lakes Casino Virtual Slot Machine, Los Angeles StarGazers Society APOD Web App with NASA API integration, On-demand background color changer for Partnered Twitch streamer, and many more

### Full Stack Web Developer at Bob's Consulting | Boston, MA (REMOTE)

Feb 2023 — Present

Created full stack web applications and static websites for different clients across small and medium size businesses. Also, consulted on SEO and social media strategy. Some clients included:

Actual Client –

### Marketing Associate at Central Perk | Boston, MA (REMOTE)

February 2023 — Present

Established a strategy and communications campaign that raised 300% over fundraising goal raising 35,000 digitally and \$110,000 in total.

## CONTACT

09176376512

[Portfolio website](#)

[github.com/nickaldwin](https://github.com/nickaldwin)

[linkedin.com/in/nicklemoncito](https://linkedin.com/in/nicklemoncito)

[@nicklemoncito](#)

## SKILLS

HTML

CSS

Javascript

EJS

Python

Go

Node

MongoDB

PostgreSQL

OOP

Web Accessibility

Liux

GIT

## EDUCATION

**Bacolod City**

2015 - 2018

Major: BSHRM