# nick clawson

nickclaw@uw.edu     360 - 441 - 2415
nickclaw.com        github.com/nickclaw

## Experience

### UW Biology Department - Developer
*June 2013 - Present*

Sole developer of the new course site sytem for the Department of Biology at the University of Washington. Wrote an extensive, modular, and secure system allowing professors to customize and create content for their course websites. Currenly in use by dozens of classes and thousands of students every year.

courses.biology.washington.edu/biol180
github.com/dmhurley/course-site

### EcoCar - Controls Member
*September 2012 - Present*

Volunteer in the student led EcoCar2 team, working with a team to design a simple, safe, and intuitive UI for the car's touch screen. Additionally, key team member that designed and published the official website.

In the second year meeting of the internation competition our UI design received second place.

uwecocar2.com
github.com/MixMasterMitch/UWCenterStack

## Recent Projects

### Window Tiler

A Chrome extension thats enables users to quickly and easily position their tabs and windows. Features include smart windows placement, responsive options, and multi-screen support.

It currently has a 5 star rating on the Chrome store.

bit.ly/1kCATjI
github.com/nickclaw/window-tiler

### SockDraw

Utilizes the power of Websockets and a lightweight node backend to enable users to collaboratively draw on an HTML5 canvas. Allows users to procedurally create brushes of any size, color, and hardness.

github.com/nickclaw/SockDraw

## Education

### University Of Washington
*September 2011- Current*

Third year student working for a bachelors of science in Informatics with a focus on human computer interaction. Expected graduation, June 2015.

## Skills

### Languages
PHP, Java, HTML, Javascript, SASS, SQL,

### Frameworks & Engines
Symfony, Sencha Touch, node, Twig, Doctrine

### Software
Eclipse, Sublime, Git, Illustrator, Photoshop

References available on request