

NICK DRAPER

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[GITHUB](#)

[LINKEDIN](#)

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

PROJECTS

RubyReel (Rails, ReactJS, Redux, Ruby, JavaScript AWS, CSS, HTML)

[live](#) | [github](#)

Pixel-perfect and feature-rich YouTube clone built in less than 2 weeks

- Built both frontend and backend user authentication system by creating a unique session token and saving it in local storage.
- Utilizing polymorphic associations, created a modular and reusable framework used for liking/disliking videos and comments.
- Counted IP Address visits to video pages to determine video view counts, using time since the last visit to provide security against inaccurate view counts.
- Architected an efficient back-end using Ruby on Rails and ActiveRecord in conjunction with AWS S3 to host video files.
- Users have full CRUD functionality for videos and comments, features are only available to logged-in users.

Bread (Express, ReactJS, Redux, MongoDB, JavaScript, CSS, HTML)

[live](#) | [github](#)

Cost Sharing web application built using the MERN stack built in less than a week

- Assuming the role of Technical Lead, coordinated with 3 other engineers to produce a full-stack application in less than a week.
- Liaison between the front and back end sides of development. Accomplishments included normalizing data to and from the backend, developing front end forms, architecting front end state and back end model structure, and building efficient express.js routes.
- Followed Git methodology to keep an organized and clean main repo on GitHub, solving merge conflicts and providing code reviews for pull requests.
- Built out the logic and organized the relevant data to determine the division of costs between users based on expenses incurred on a given event.

Gun Runner (JavaScript, HTML Canvas, CSS)

[live](#) | [github](#)

Adding side-scroller game built using limited libraries in less than a week

- Ensured consistent object movement by throttling the framerate to 60fps by keeping a time delta (time now - time of last move). This was done to ensure all users had a similar experience.
- Implemented sprite movement using sprite sheets and calculating the right dimensions, framerate, and scale factor.
- Programmed a collision detection system using hitboxes, making sure to call different functions for specific collision types.

EXPERIENCE

Technical Recruitment Consultant

Selby Jennings, Phaidon International

June 2019 - June 2020

- Conducted market research and candidate sourcing to place the most qualified candidates for new and pre-existing clients.
- Built a commission calculation web application using HTML, CSS, and JavaScript to aid forecasting of commissions paid out to consultants. Used daily by Managing Director of the Boston office.
- Gained knowledge of the FinTech space in Boston by conducting targeted research as well as using the information gained from talking to Software Engineers and Line Managers. This Alpha was used in order to generate leads and create more opportunities for business.

EDUCATION

Web Development - App Academy

June 2020 - October 2020

1000-hour full-stack web development course with < 3% acceptance rate

BA Economics - University of Connecticut, Storrs CT
2019

August 2015 - May

Minor in Computer Science --- Unfinished