

Nicholas Esparza

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Austin, TX

I am a software developer with a background in game design, learning experience, and project management spanning ten years. I possess a strong grounding in modern utilities such as Javascript, Python, React, and many more, and take a full-stack approach to tackling development challenges.

Skills

Languages: JavaScript, HTML, CSS, Python, Ruby, Mongo, SQL

Frameworks: React, Express, Django, Mongoose, Bootstrap, Postgres

Methodologies: RESTful routes, Agile, Scrum, RAID/RACI/LCD

Other Software: Adobe Creative Suite, Articulate Rise/Storyline, Sharepoint, Autodesk Maya

Projects

Burger Rush | Solo Project | 2022 | [Project Link](#)

HTML, CSS, Vanilla JavaScript

- Leveraged frontend skillset to build a game in HTML canvas with DOM manipulation
- Implemented game state manager, locally stored high scores, and created graphics

WatchParty | Solo Project | 2022 | [Project Link](#)

Express, Mongoose, MongoDB, Liquid, Node.js

- Full-stack application for organizing and planning movie watch parties
- Implemented backend REST, full CRUD on resources, and conditional formatting on frontend

MedicApp | Team Project | 2022 | [Project Link](#)

MERN Stack

- Managed team GitHub repo, resolved merge conflicts and monitored project progress
- Supported frontend and backend developers with troubleshooting and technical assistance

MyJunimo | Team Project | 2022 | [Project Link](#)

Django/React Stack

- Full-stack resource for users to manage in-game inventories
- Built out full React component hierarchy and state management, plus user experience and style

Work Experience (10 Years)

Senior Learning Enablement Specialist

Dell Technologies - Austin, TX | 2017 - 2022

- Organized, planned, developed, and delivered learning experiences to meet and exceed professional development goals for global audiences
- Consulted regularly with multiple business units to develop content strategies utilizing both company-wide learning solutions and organization-specific resources
- **Project: Be the Change:** on-demand learning experience for 100,000+ employees, centered on Diversity & Inclusion, with 98% completion rate worldwide
- **Project: Dell Learning Studio:** Drove change management efforts for company-wide, on-demand learning experience platform
- **Projects: FOL/ALX/DLX:** Produced and delivered interactive and instructional curricula for foundational management, advanced leadership, and director skills program

Program Management Consultant

Dell, Inc - Austin, TX | 2017

- Supported the Finance Learning & Development team in formulating content strategies
- Created digital video and web resources for events and conferences
- Developed learning materials for digital and in-person distribution
- Coordinated summer internship program to optimize learning opportunities

QA Analyst

Bluepoint Games - Austin, TX (Uncharted Collection, PS4) | 2015

- Worked with the QA team managing bug database
- Acted as point of contact for leadership coordinating with 3rd-party QA resources
- Acted as Subject Matter Expert

Producer/Developer

University of Texas Denius-Sams Gaming Academy - Austin, TX | 2014 - 2015

- Intensive 9-month course of leadership and management training alongside diverse team of successful game development professionals
- Reorganized and refocused team by clearly defining success metrics
- Unified reporting process to boost team communication
- Refocused scope to manage project risk
- Created assets, managed workflows, and mediated discussions between team and advisors

Education

Software Engineering Immersive

General Assembly - Online | 2022

- Full-time 12-week certification program dedicated to developing a well-rounded foundation in technical skills and best practices.

Post-Baccalaureate Certification - Project Management, Leadership

University of Texas Denius-Sams Gaming Academy - Austin, TX | 2014 - 2015

Bachelor of Science - Animation

DePaul University - Chicago, IL | 2007 - 2011