

NICHOLAS W. HEYER

Software Developer & Project Manager

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Mission Viejo, CA, US

Developer & Project Manager with a passion for learning, challenges, and detail.

{Main skills : int(years)}

Python: 4

JS: 2

C#: 2

C++: 2

C: 2

SQL: 3

Bash: 8

Linux: 10

AWS: 3

PlanSwift: 5

Photoshop: 14

Illustrator: 10

Rust (Language): 1

Docker/Compose: 3

Git: 4

Rest API: 2

Django: 2

Tkinter: 3

Unity Engine: 2

Unreal Engine: 1

Zbrush: 2

Subs.Painter: 1

Blender: 6

Maya: 2

Experience

Software Developer & Project Manager at South Bay Stone Inc.: 2016 → now

- Acted as sole-developer (full-stack) within company (2019 → now) while successfully managing several high-profile construction projects.
- Personally introduced, built, and maintained estimation utility software for use by company, now widely regarded as the standard for estimation workflow within the company.
- Created and managed development infrastructure for estimation software, including version control and deployment automation via GitHub Actions.
- Responsible for several millions in annual revenue generation via awarded contracts. Contracts awarded as a result of severe attention to detail, personal implementation of technological modernization, and ability to adapt to moving parts.

Independent Software Developer at Heyer.App: 2016 → now

- Produced and collaborated on a large number of open source projects, ranging from code-learning gamification (<https://t.ly/n7xG>) to full-stack applications currently deployed to multiple AWS EC2 instances. See (<https://heyer.app/projects>).

Education

CS50 at HarvardX: 2021 → 2022

Data Science at CodeAcademy: 2020 → 2021

Computer Science at Saddleback College: 2012 → 2014



For **Portfolio**.