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	**Bash**: 8	**Rust (Language)**: 1	**Unity Engine**: 2
JS: 2	**Linux**: 10	**Docker/Compose**: 3	**Unreal Engine**: 1
C#: 2	**AWS**: 3	**Git**: 4	**Zbrush**: 2
C++: 2	**PlanSwift**: 5	**Rest API**: 2	**Subs.Painter**: 1
C: 2	**Photoshop**: 14	**Django**: 2	**Blender**: 6
SQL: 3	**Illustrator**: 10	**Tkinter**: 3	**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 deployement 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.
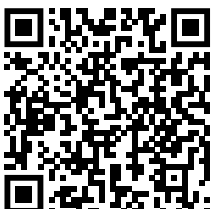
Independent Software Developer at Heyer.App: 2016 → now

· 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).
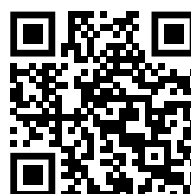

Education

CS50 at HarvardX : 2021 → 2022

Data Science at CodeAcademy : 2020 → 2021

Computer Science at Saddleback College : 2012 → 2014

For **Dark-Mode** & **PDF.**

For **Portfolio.**