

Nicholas Lohmann

Software Developer

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About Me

Ever since I graduated from high school my passion has been coding. I've been enjoying it, been successful at it, and I continue to want to learn more. On my journey though I've had several health roadblocks in college. These health issues have momentarily stopped me from looking to complete my Computer Science degree at Iowa State. As I looked for more of an online option to get my education to get started with my career, I decided on GA being the best fit for me to stay on track with the field of work I'm passionate about. Now with getting my certificate in GA, I'm confident in my personal traits and now my proven skills are a big difference maker for me compared to others in the field. My history has given me a unique perspective on mental toughness, hard work, and communication skills that greatly assist my proficient coding skills.

SKILLS

Languages - JavaScript, Java, HTML, CSS, Python, SQL, Mongo, JSON, Typescript, EJS, DTL | **Database** - PostgreSQL, MongoDB

Libraries and Frameworks - React (class based and hooks), Express.js, Django, JQuery, Bootstrap

Other - RESTful Routing, JSON api

SOFTWARE DEVELOPMENT PROJECTS

March 2023 - Present

Cryptid Seeker | MERN STACK | <https://github.com/MendersGame/front-end-cryptid-seeker>

- Prompt: Design an application to allow people to journal their personal cryptid experiences to share with the world. Our goal was to provide a secure and open community to allow others to further communicate and collaborate on their unique experiences.
- Utilized a MERN stack (MongoDB, Express, React.js, Node.js) to build a full stack application in 2 days. With full create, read, update, delete (CRUD) operations hitting all RESTful API calls.
- Created application with a mobile-first approach and styled the application using Styled-Components and CSS3 with flexbox layouts.

Bulls Blog | MEN STACK | <https://github.com/nicklohmnn/bulls-blog>

- A blog based application designed for Chicago Bulls fans around the world to discuss and share opinions on their favorite basketball team.
- Made RESTful API fetch calls to an Express, MongoDB, Node.js backend handling all create, read, update, delete (CRUD) operations, and tested all backend routes during development using Postman.
- Used Mongoose to define schemas for MongoDB collections.
- Implemented ES6 tagged template literals with Styled-Components along CSS3 to provide style and flexbox layout of the application.

Battleship Cold War | <https://github.com/nicklohmnn/Battleship-Cold-War>

- Created the classic battleship board game with a Cold War theme.
- Used JavaScript only to create working game functionality.
- Styled using CSS and HTML best practices for a concise game board.

EDUCATION

GENERAL ASSEMBLY | REMOTE

Software Engineering Immersive

March 2023 - June 2023

Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

IOWA STATE UNIVERSITY | AMES, IOWA

College of Liberal Arts and Sciences in (Computer Science)

2018-2022