

NICHOLAS PRETEL

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Software Engineer

I am a software engineer coming from a background of 7 years studying and working in architecture. I use my experience and interest in design and layouts to address questions of UI and navigation in app development. I make sure to apply my love for aesthetics into my standards for work and environment.

SKILLS

HTML | CSS | Javascript | Application Scaling | Back-End Framework | Javascript | Node.js | Database Administration | MongoDB | Mongoose | React | Git | Github | RESTful API | Ruby on Rails | PostgreSQL | BCrypt | Active Record | Heroku | Axios | Postman

PROJECTS

Type Slayer - Type accuracy browser game with classic arcade game elements.

- Used HTML5 and CSS3 to construct interactive game webpages.
- Used Javascript and jQuery to construct logic and control DOM of the webpage.
- Used Git to publish the product on Github pages and manage development history of the project.

Hero Smack - Hero comparison blog page with interactive commenting for debates.

- Used Express and EJS to build up a site with several routes with restricted access based on users.
- Used Mongo to develop a backend database for holding hero information and holding user accounts.
- Deployed app to Heroku for access to database storage online.

What A Bore - React app that helps suggest a collection of movies, books, and music.

- Used React language to develop app routes and connection to express back-end.
- Built out access to 3 separate api's for information on books, movies, and music.
- Deployed to Heroku with more complex backend access and api key access.

PROFESSIONAL EXPERIENCE

Dot Dash Lighting - Junior Lighting Designer

August 2018 - August 2020

- Developed lighting layouts for international architectural projects in conjunction with leading architectural firms (OMA, KPF, SHoP Architects, and Gensler).
- Attended design and coordination meetings with client and architect to ensure a quality final product upon opening.
- Held a continued role as a developer for Building Information Management and modeling standards in office.

EDUCATION

General Assembly, Software Engineering Immersive - 2020

Rensselaer Polytechnic Institute, Troy, NY - Bachelor of Architecture - 2018