NICHOLAS PRETEL

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Software Engineer

I am a software engineer with a demonstrated 7 year history of studying and working in the architecture & planning industry. I use my experience and interest in design and layouts to address questions of UI and navigation in app development. I apply my love for aesthetics in all aspects of my work and life.

SKILLS

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

PROJECTS

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

- Used HTML5 and CSS to construct interactive game webpage.
- Used Javascript and jQuery library 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 and restricted access for users.
- Used MongoDB 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.

Cov-Aid (General Assembly Hackathon) - React app that helps connect senior citizens to vaccine resources.

- Used combination of React.js and Python Flask for front-end and back-end connectivity..
- Created an app due to need within the healthcare field for more accessibility.
- Collaborated with a multidisciplinary team of UX designers and Software Engineers.

PROFESSIONAL EXPERIENCE

Dot Dash Lighting - Junior Lighting Designer

August 2018 - August 2020

- Finalized lighting layouts for international architectural projects in conjunction with leading architectural firms (OMA, KPF, SHoP Architects, and Gensler).
- Conducted design and coordination meetings with client and architect to ensure a quality product upon completion.
- Boosted efficiency of Building Information Management and modeling standards for office by standardizing file formats.

EDUCATION

General Assembly, Software Engineering Immersive - 2020

Enrolled in General Assembly's 480+ hour Software Engineering Immersive program

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