Nick Solie

Software Engineer

Full-stack web developer with a passion for problem-solving, seeking an innovative environment to work and grow.

GitHub in Linkedin </> Portfolio

EXPERIENCE

General Assembly, Boston — *Software Engineering Immersive*

February 2020 - PRESENT

Completed a three-month (480+ hours) immersive web development program. Covered front- and back-end programming fundamentals. Created 3 projects individually and an additional project in a team setting. Utilized Git/GitHub for version control.

Dina Miller Associates, Boston — Research Assistant

November 2018 - February 2020

Assisted with the preparation of residential real estate appraisals by preparing relevant data, including: comparable residential property photographs, locating and tracking new real estate developments, floor plans, tax assessments.

PROJECTS

Articles - GitHub and Deployed

A web app to search through the Library of Congress's digitized newspaper archive.. Users can search with Chronicling America's API to find high resolution PDFs of various newspaper publications dating back to the 1600s.

Fishbowl! - GitHub and Deployed

Fishbowl is a family-friendly party game that combines Charades, Password and Taboo. Players are split into two teams and have their score tracked through all three rounds.

Tic-Tac-Toe - GitHub and Deployed

A single page tic-tac-toe application to play against yourself or with a friend. Built front-end game logic with JavaScript that utilizes a third party Rails API.

EDUCATION

Boston University, Boston — History

September 2014 - May 2017

Alpha Phi Omega (Community Service Organization), Preformed 25–30 hours of community service per semester in Greater Boston.

Suffolk University, Boston

September 2012 - May 2014

SKILLS

React

JavaScript

Ruby on Rails

Node.js

Python

Ruby

MongoDB

jQuery

RESTful API

HTML

CSS

Git and GitHub

Heroku

Command Line

Interests

Cooking

Reading

Gaming

Mixology

Contact

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