Nick Thorpe

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(347) 583-3555
Chicago, IL

Software Developer

[GitHub](#)
[LinkedIn](#)
[Portfolio](#)

Summary

I'm a hard working versatile developer who, after programming games for years transitioned into web development. Building and launching games with small teams and on my own gave me crucial experience designing and programming software as well as navigating a team environment. After completing the Thinkful software engineering bootcamp, I am now looking for an opportunity to contribute to an innovative team where I can continue to grow.

Skills

Languages*:* JavaScript, Typescript, C#, SQL, Python, Swift, C, VBA
Frameworks: React.js, Node.js, Redux, Express, BabylonJS
Tech: Git, RESTful API, HTML5, CSS3, jQuery, AJAX
Software: Xcode, Unity, MySQL, GitHub, Photon, Visual Studio, VSCode, Blender, Adobe Photoshop, Adobe Illustrator, Office, 365, PowerApps, PowerBI, Excel

Projects

Saneful | [GitHub](#)/ [Live Site](#)

Tech: Javascript, React, Node.js, Express, CSS3, HTML5, Vercel, Heroku, Git
- Implemented full user login, registration and authentication
- Designed a game engine within react to handle player movement, animation and environment interaction
- Enabled users to save and load game data using a PostgreSQL database and a Restful API with Node.js and Express

A Training Notebook | [GitHub](#)/ [Live Site](#)

Tech: Javascript, React, Node.js, Express, CSS3, HTML5, Vercel, Heroku, Git
- Developed a React application focused on ease of use for the user to track their workouts
- Features fully user registration, login and authentication
- Built a PostgreSQL database and a Restful API with Node.js and Express

Alchamancer | [GitHub](#)/ [AppStore](#)/ [PlayStore](#)

Tech: Unity, C#, Photon (PUN2), Git
- Designed and programmed all in game systems including networked multiplayer matchmaking, AI player behavior, application navigation and player input
- Managed and executed launch of the game on the App and Google Play store
- Created a discord community that was used for beta testing and marketing

Shotgun Birthday | [GitHub](#)/ [Live Site](#) - warning: game is very difficult

Tech: Unity, C#, Javascript, HTML5, CSS3, Git
- Built an in browser top down shooter with responsive AI that replicates human actions
- Focused on minimal UI and providing the user with visual and audio feedback to create a visceral experience

Experience

Lost One Studios   Chicago, IL
Game Developer   Mar 2017 – July 2020
- Wrote code for a variety of systems including AI player behaviour, game mechanics, sound integration, visual effects, UX/UI and more
- Created fully functioning multiplayer networked matchmaking using Photon (PUN 2)
- Implemented in app purchases and advertising on multiple games
- Identified, tested, documented and fixed bugs

PartsTrader   Chicago, IL
Technical Support Specialist   July 2018 – May 2020
- Resolved issues customers were having with our software on a variety of different operating systems
- Built systems to automate tasks around the office using VBA and PowerApps
- Utilized Excel and Power BI to generate daily, weekly and monthly reporting for management

Juice Press   Chicago, IL
Area Manager   April 2017 – July 2018
- Led teams of employees across multiple store locations ensuring they were happy and productive by making expectations clear and keeping communication open
- Tracked and reported revenue clearly and accurately to provide as a resource to upper management
- Responsible for adequate staffing for all locations including both hiring and termination

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Education

THINKFUL   May 2020 - Oct 2020
Software Engineering
- Learned industry best practices and practical software development standards with a focus on HTML5, CSS3, JavaScript, jQuery, Node.js, React, Redux, and algorithms & data structures.
- Created and deployed mobile-first applications while learning new languages and frameworks by collaborating several hours every week with a senior web developer.

Udemy
Courses Completed

iOS Development | iOS 13 & Swift 5 - The Complete iOS App Development Bootcamp

SQL | SQL - MySQL for Data Analytics and Business Intelligence

Computer Science | Computer Science 101: Learn Computer Science to become a better Software Engineer