

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 has been building games for years and is now transitioning into web development. Building and launching games with small teams and on my own has given me ample experience designing and building software as well as navigating a team environment. After completing the Thinkful software engineering bootcamp, I am looking for an opportunity to contribute to a team constructing innovative software.

Skills

Languages: JavaScript, C#, SQL, Python, Swift, C, VBA

Frameworks: React.js, Node.js, Redux, Express

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

Recent Projects

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

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

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

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

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

- Build an in browser top down shooter with responsive AI that replicates human actions
- Tech: Unity, C#, Javascript, HTML5, CSS3, Git

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

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