Las Vegas, NV
(702) 715-3233
nicholasrtrujillo@gmail.com

NICHOLAS TRUJILLO
Software Developer

nicktrujillo.github.io
github.com/nicktrujillo
linkedin.com/in/nicholastrujillo1

Technical Skills

Proficient: JavaScript | React | Next.js | Node | Redux | mySQL | Prisma | HTML5 | CSS3 | Git

Exposure: Firebase | MongoDB | Vue | PostgreSQL | socket.io

Professional Experience

Software Engineer | Code Legion
November 2020 - Present | Las Vegas, NV
- Code Legion is an online coding bootcamp startup set to launch in March 2021. I am helping build the student dashboard for the program where the students will monitor and submit homework/assessments, and also an admin side for instructors to upload new assignments and grade submitted work
- We are using React/Next.js to build this dashboard with mySQL for the database

Customer Operations Specialist | Monzo Bank (mobile app)
October 2019 - August 2020 | Las Vegas, NV
- Handled all customer operations tasks (verifying identity, providing bank statements, etc) and helped manage the exponential growth of our startup (2 million users from the time I started to over 4 million users)
- Proactively spotted patterns in the actions of customers, identifying where we could change our processes, tools, or product to improve their experience
- Investigated and resolved 50+ complex payment or product-related issues per day

Strategic Services Assistant | Clark County Water Reclamation District
May 2015 - October 2019 | Las Vegas, NV
- Created engaging content for our social media platforms (@cleanwaterteam) to promote various campaigns
- Represented CCWRD at public board meetings conducted by the county and shared information with the community about current and upcoming projects
- Created and directed a video advertisement for a campaign that was played on the scoreboard at every Las Vegas Aviators baseball game

Recent Projects

Feedback Farm: code Feedback Farm is a SaaS product that I am currently working on. It allows software companies to easily collect feedback from their users. They will be able to embed the feedback collection link on their website with only one line of code.

I am using Next.js (a React framework) to build this app, and I am using Firebase for the backend. I will be using Stripe to set up billing. The MVP is set to launch at the end of January 2021.

Millody: **code** Millody is a social networking app for up-and-coming musicians that provides various tools for career growth. Our mission is to create a culture of mutual support between amateur artists/producers and help them advance their careers by providing a platform that encourages networking and collaboration.

This app was built with the MERN technology stack. I used Node and Express to build out the backend APIs, and I used React for the frontend with Redux to manage the state. I used socket.io to allow for real-time direct messaging within the app. I also utilized the SoundCloud and YouTube APIs to allow users to post their music, and the Cloudinary API to allow users to upload custom profile avatars. Furthermore, I integrated PayPal Checkout to process customer payments for the services that Millody provides. All of the data is stored in MongoDB Atlas.

Education

PunchCode | 2020
- PunchCode is a full-time, immersive class that uses a career-focused curriculum to provide students with the foundation of being a Full-Stack Software Engineer
- Adequately acquired 500+ hours with technical and professional training and 700 hours work on coding
- Acquired a strong familiarity with Git Version Control by contributing to group projects working closely with classmates

B.S. Community Health Sciences | University of Nevada, Reno | 2018