

NIGEL CHIKWATI



nnchikwati@mun.ca



+1 (709) 685-3160



St. John's, NL



github.com/nnchikwati



nigelchikwati

SKILLS

- Python
- Java
- JavaScript, HTML, Tailwind CSS
- Node.js
- C#
- Visual Basic
- ASP.NET
- ReactJS
- Linux
- UI and UX design
- Git
- SQL

EDUCATION

Memorial University of Newfoundland,
B.Sc. Computer Science *St. John's, NL*
09/2018 - 12/2023

CERTIFICATIONS

Certified Tech Steward

WORK HISTORY

Wood PLC - Web Developer *St. John's, NL • 01/2022 - Current*

- Developed software and web applications using ReactJS, ASP.NET, Node.js, C#, JavaScript, AWS, and SQL.
- Planned website development, converting mockups into usable web presence with HTML, JavaScript, AJAX and JSON coding.
- Used Git and Jira for project management.
- Debugged and tested code for fellow developers.

Private - Tutor *St. John's, NL • 03/2021 - 08/2021*

- Tutored and assisted students in areas such as mathematics, programming and computer science fundamentals, creating tailored lesson plans and study guides on subject matter.

PROJECTS

The full list of personal projects I worked on can be found on my GitHub

❖ **Developer Portfolio**, 10/2022

- Personal portfolio website developed using ReactJS, HTML and Tailwind CSS.

❖ **Whack-A-Mole**, 08/2021

- Using HTML5, CSS3 and JavaScript, I created a fun interactive game centered around the whack-a-mole concept.

❖ **JavaScript Drum Set**, 08/2021

- Using HTML5, CSS3 and JavaScript, I developed a virtual drum set which responds to mouse and keyboard input to produce a variety of sounds.

❖ **Tourism Bookings Webpage**, 07/2021

- For this project I dabbled with CSS5 and HTML5 to create a basic webpage for tourist bookings.

❖ **Gerald's World**, 06/2021

- This is a platformer game with multiple levels. For this project I used Python and Pygame.

❖ **Space Invaders**, 05/2021

- Inspired by the first game I ever played which was Galacta, I used my Python and Pygame skills to develop this game.

References Available Upon Request