

Nick Nemtcev

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TECHNICAL SKILLS

Languages: JavaScript, Python, Java, SQL, GraphQL
Front End: JavaScript ES5/ES6, TypeScript, HTML5, CSS3, SASS, Babel
Libraries/Frameworks: ReactJS, Redux, Webpack, Express, Django, Angular
Deployment: Git, GitHub, Netlify, Heroku, Jira, BitBucket
Back End: NodeJS, Express, Django
Database: MongoDB, PostgreSQL, Firebase
Testing: Jest, Enzyme

EDUCATION

Western University

London, Canada

BSc in Computer Science

Sept. 2017 - Dec. 2021

- Major GPA: 3.87
- Dean's List (2017/2018, 2018/2019, 2020/2021)
- Programming Coursework: Algorithms and Data Structures, Object-Oriented Programming, Operating Systems, Networks, Artificial Intelligence, Unix
- The Odin Project: an open source, self-paced web development curriculum that I completed which covers the front-end and back-end: JavaScript, HTML5, CSS3, NodeJS, Express, and MongoDB

PROJECTS

Videofy | *React, Redux, Semantic UI, Sass, YouTube API, Jest, Enzyme* (<https://github.com/nnemtcev/videofy>)

- Developed a full-stack video streaming web app inspired by YouTube
- Implemented a video feed featuring infinite scrolling, trending videos, and video searching
- Designed a fully responsive layout from scratch using CSS Grid and Flexbox
- Development included snapshot testing using Jest and Enzyme to test rendering of React components

Pokémon Memory Game | *React, PokéAPI, Axios, CSS3* (<https://github.com/nnemtcev/pokemon-memory-card-game>)

- Developed a responsive web application consuming a RESTful API with React as the front-end
- Implemented a leaderboard system with real-time score tracking using the React Hooks API
- Visualized various Pokémon in clickable cards with custom CSS3 styling
- Configured Axios to fetch data from PokéAPI

GuildChat | *React, NestJS, PostgreSQL, ChakraUI, Cloudinary* (<https://github.com/nnemtcev/guild-chat>)

- Developed the front end of a full-stack, account-based messaging app inspired by Discord
- Designed a stateful front-end from scratch using React, React Query, Formik, and Zustand with no-refresh rendering and REST API calls
- Integrated React Query to fetch, cache, and update data retrieved from API calls
- Configured the Formik library to manage form state, validation, and error handling
- Designed a fully responsive layout using ChakraUI components and custom CSS styling

Asteroids Game | *JavaScript ES6, Canvas API, HTML5, CSS3* (<https://github.com/nnemtcev/Asteroids>)

- Developed a web app inspired by the classic arcade game Asteroids where you dodge asteroids and shoot them
- Implemented moving objects such as asteroids and the spaceship using the Canvas API