

# NOLAN STUCKY

Bothell, WA 98021

425-802-7715 | nolan@stucky.net

<https://www.linkedin.com/in/nolan-stucky/> | <https://github.com/nolanstucky>

<http://www.nolanstucky.com>

## SUMMARY

Determined Software Developer with a passion for learning new technology. Exceptional JavaScript skills with strong fundamental knowledge, as well as strong fundamentals in React.js. With an AA in Integrated Studies in Computer Science and a professional certificate in Full Stack Web Development, over 200 classroom hours were devoted to hands-on programming. Continuously self-educating on the latest updates in technologies to keep software development knowledge relevant. Showcasing a drive to learn from others to grow in the tech industry.

## TECHNICAL SKILLS

**Languages:** Javascript, HTML, CSS, Typescript, C#, Python, Java, UNIX shell

**Applications:** React.js, Express, MySql, MongoDB, Node Handlebars, Unity, .NET, Blender, Microsoft Excel

## PROJECTS

**KnowledgeForHigher** | <https://github.com/nolanstucky/KnowledgeForHigher> | <https://knowledge4hire.herokuapp.com/home>

This is a web application that allows the users to come together and share knowledge and information.

Additionally, the users are able to employ certified experts in their fields.

- Collaborated with a group of 3 as the design manager in charge of the UI/UX of the web application.
- Created wireframes and the first prototype of the application.
- Built reusable components using Grommet React as the framework.
- Developed around responsiveness and interactiveness across all devices.
- Coded consistently and efficiently with maintainability as the focus.
- React, Node, Express, MySQL, Sequelize, Grommet, Cloudinary, Bad-Words, Bcrypt, JSON Web Tokens.

**PokeBatEx** | <https://github.com/nolanstucky/PokeBatEx> | <https://tyrannofloresrex.github.io/PokeBatEx/>

This is a web application that allows the users to enjoy a simplified version of the renowned game Pokemon, including battling other pokemon with user caught pokemon.

- Managed a group of 3 through all aspects of the development process, including the front-end design, back-end structure, and debugging.
- Created consistent and concise game logic written in JavaScript.
- Navigated an API that was effortlessly woven into the logic to create a smooth game experience.
- Supervised the front-end design process as well as the development.
- Tested bugs manually until user experience was completely optimal.
- Javascript, CSS, HTML, PokeApi, NesCSS.

**Check-Your-Fridge** | <https://github.com/nolanstucky/check-your-fridge> | <https://cryptic-shore-39350.herokuapp.com/>

This is a web application that allows the user to track and store ingredients which can then be used to search for specific recipes based on said ingredients.

- Worked alongside 3 others focusing on the back-end of this MERN stack application.
- Integrated spoonacular API into this web application for a seamless user experience.
- Developed the models for the MongoDB used.
- Node, Express, MySQL, Sequelize, Node Handlebars, Materialize, SpoonacularApi.

## EXPERIENCE

### Lead Dog Trainer

2016 – 2020

#### Petco

Bothell, Wa

Worked with guests of all different backgrounds to create communication between dog and owner. Trained owners to be able to understand canine behavior in order to create structure. Scheduled all offered training classes with hundreds of guests at a time.

- 4.9-star rating (out of 5) based on customer surveys.
- #1 store employee for referrals and repeat clientele.
- Certified Canine Good Citizen dog trainer by the American Kennel Club
- Promoted to Lead Dog Trainer within the same year as Dog Training certification; trained and mentored other trainers.

## EDUCATION

### Bootcamp Certificate: University of Washington, Seattle, WA

- A 24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handelbars.js & React.js.

### Associates Degree: Cascadia College, Bothell, WA

- Integrated Studies in Computer Science