

# Nicole Siegel

## Software Engineer

✉ [nsiegel2@gmail.com](mailto:nsiegel2@gmail.com)  
in [linkedin.com/in/nssiegel](https://www.linkedin.com/in/nssiegel)  
🐙 [github.com/nsiegel](https://github.com/nsiegel)  
New York, New York

### SUMMARY:

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A talented full stack developer with start up experience and a managerial background. I am currently looking for a software development opportunity that will allow me to work with an expert team of developers and grow my current skill set.

### TECHNICAL SKILLS:

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#### Languages

JavaScript, HTML, CSS, SCSS, LESS, Python

#### Frameworks

Node, Express, Angular, jQuery, Django

#### Databases

MongoDB, Firebase, Postgres, SQL

#### Platforms

Mac OS X, Windows

### EXPERIENCE:

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Software Engineer - *Angular, Python, Django, Postgres, LESS, Heroku*  
*Access Bazaar*

*Jul 2016 - Dec 2016*

- Wrote several UI views for Bazaar's suite of products
- Wrote in-app notification system for suite of products to use
- Built multiple API endpoints using Django rest framework
- Developed and styled cart angular module powering ecommerce app
- Wrote several gulp tasks to handle preprocessing and other tasks

Software Development Intern - *Angular, Python, Django, Postgres, LESS, Heroku*  
*Access Bazaar*

*Feb 2016 - Jun 2016*

- Wrote api endpoints to read and write product reviews on ecommerce site
- Developed several UI components for MVP application
- Video/image editing and asset creation
- Wrote styling libraries in less/sass to establish current look of product

Dance Studio Manager  
*Studio E School of Dance*

*2010 - Present*

- Built and currently maintain public website [studioe.net](http://studioe.net)
- Oversee and manage all studio operations
- Manage a team of 3 receptionists and supervise their activity
- Plan studio functions (recitals, events, socials, large performances)
- Create class scheduling and plan curriculums
- Lead customer support and manage customer relations
- Maintain database of studio operations and customer data

### PROJECTS:

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Real World - [github.com/nsiegel/real-world](https://github.com/nsiegel/real-world) - [real-world.online](http://real-world.online)

*February 2016*

- Hosted real-time role playing game generator where players can interact using their

mobile devices and can receive feedback through in game push notifications

- Used MEAN stack, and Firebase for in game notifications

Timely - [github.com/nsiegel/timely](https://github.com/nsiegel/timely)

*January 2016*

- Event time-tracking and navigation app - it's purpose is to remind you of what time to leave to arrive at a destination in a timely manner
- Used MEAN stack, Mapbox api, and Sockets for push notifications

RentEze - [github.com/nsiegel/rentEze](https://github.com/nsiegel/rentEze) - [renteze.herokuapp.com](https://renteze.herokuapp.com)

*January 2016*

- Apartment renting application that will allow you to search for and filter by apartment criteria
- Used MEAN stack, and Google Maps API

Sweet Sip

*November  
2014*

- Constructed a prototype of a coffee lid that dispenses sugar as you drink and conducted market research to prove viability
- Used 3D printing technology throughout the process

## EDUCATION:

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Fullstack Academy

*February 2016*

- 13 week immersive software development bootcamp, focusing on JavaScript and the MEAN stack

Baruch College - Zicklin School of Business, CUNY

*December  
2013*

- B.A. Entrepreneurship and Small Business Management, Communications minor