

# Nathan Terrell | terrell.nathan.a@gmail.com | 303-358-1602

Portfolio: <https://nterrell4264.github.io/salesforce> | GitHub: <https://github.com/nterrell4264>

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Trailblazer Profile: <https://www.salesforce.com/trailblazer/nathanterrell>

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## CERTIFICATIONS - Salesforce Certified Platform Developer 1, Salesforce Certified Administrator

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### SKILLS

**Salesforce** - Apex, SOQL, SOSL, Visualforce, LWC, Flow, Lightning Components, Digital Experiences

**Programming Languages** - C#, Python, JavaScript/TypeScript, HTML, CSS, C++, SQL, Java, Apex

**Software** - Git/GitHub, Salesforce, Heroku, Microsoft Suite (Excel, Word), Google Workspace, Visual Studio, DLLs

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### EXPERIENCE

#### **Yampa Valley Sustainability Council | Salesforce Developer | Steamboat Springs, CO**

Sept 2024 - Present

- Performed non-profit configuration to organization's needs with weekly meetings. Work included adding features and cleaning data using code.
- Installed and utilized packaged add-ons to synchronize data across services and automate e-mails to donators

#### **The Pokédex Project | Salesforce Developer | Austin, TX**

Apr 2024 - Sept 2024

- Customized Salesforce's object and field schema to streamline data import of thousands of records.
- Developed Lightning Web Components for internal custom layouts and an external Digital Experience: <https://cunning-badger-pygirg-dev-ed.trailblaze.my.site.com/pokedex/s/>

#### **Sprouts Farmers Market | Guest Services Team | Centennial, CO**

Sept 2020 - Jan 2024

- Managed self-checkout and register stations while providing quality customer service across departments
- Identified problems with self-checkout computers and diagnosed solutions to them

#### **Pokémon Showdown! | Freelance Developer | Centennial, CO**

Jun 2020 - Present

- Analyzed and overhauled statistics of over 1100 Pokémon characters, maintaining data tables of all balance changes, and wrote over 135,000 lines of TypeScript code to implement into a battle simulator.
- Released and deployed changes using Heroku and maintained change-management via GitHub

#### **RIT Interactive Games & Media Lab | Lab Tutor | Rochester, NY**

Aug 2018 - May 2020

- Tutored students in programming topics such as pathfinding algorithms in C# and web design practices in HTML/CSS/JavaScript in both group and one-on-one sessions

#### **RIT National Science Foundation | Research Fellow | Rochester, NY**

May 2018 - Aug 2018

- Worked with the Geographic Information Systems for Disaster Resilience Spatial Thinking Site, funded by the NSF, to create an educational geogame: *Project Lily Pad*
- Integrated the team's research into design documentation, acting as the link between researchers and game developers within the interdisciplinary team
- Co-authored research paper that was published in the International Journal of Geo-Information in 2020

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## EDUCATION

**Bachelor of Science in Game Design & Storytelling | RIT, Rochester, NY**

*May 2020*

Minor: Music & Technology, graduated *cum laude*