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

Portfolio | GitHub | LinkedIn | Trailblazer Profile

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 - May 2025*

- Configured Nonprofit Success Pack to organization's needs and added features with custom flows, Lightning Web Components, and Apex code
- Identified quality issues with thousands of donor/donation records and cleaned them using Apex scripts
- Implemented Mailchimp and Kindsight integrations to synchronize data and automate email tasks, eliminating manual data tasks
- Led weekly change set review meetings with key stakeholders, demoing new features before release

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

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 expediently resolved issues

Pokémon Showdown! | Freelance Developer | Centennial, CO   *Jun 2020 - Aug 2024*

- 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

EDUCATION

Bachelor of Science in Game Design & Storytelling | RIT | Rochester, NY   *May 2020*
Minor: Music & Technology, graduated *cum laude*