# **Nicholas Thomson**

#### **Technical Skills:**

- Ruby, Python, Javascript (ECMAScript 5)
- HTML5, CSS3
- Rails, AngularJS, ¡Query, NodeJS, D3.js
- JSON, XML, YAML
- Vagrant, Grunt, Gulp, Rake, NPM, Bundler
- Git, Github, Unix, Linux

### **Professional Experience:**

### Cloudspace

#### **Engineering Manager**

November 2015 - Present

- As Engineering Manager I was responsible for the success of the rest of the Engineers within the company.
- Designed and Implemented coding standards, processes, and documentation for the overall Engineering Team.
- Responsible for communicating client specifications to other members of my dev team.
- Handled Engineering-facing client relationships by estimating work, and estimating sales meetings.

Software Engineer November 2012 - Present

- Worked in an agile-styled environment using Github and Pivotal Tracker for collaboration.
- Designed and implemented RESTful APIs in Ruby on Rails.
- Implemented web UIs in various technologies on top of internally-built RESTful APIs.
- Built a Crunchbase visualization tool along with other internal tools using AngularJS and D3.js
- Worked with clients to translate requirements into full-featured web apps.

### StackFrame, LLC

## Developer

**June 2009 - November 2012** 

- Created and maintained various web applications using J2EE, .NET and Django.
- Created applications to interact with cloud-based APIs and services including AWS, Tropo, and Twilio.
- Created, upgraded, and maintained a corporate website using Python and Django.
- Worked with other developers through version control systems like git and svn.
- Designed, implemented, and maintained databases in SQL Server 2008 and other SQL dialects.

### Vcom3D, Inc.

Intern June 2008 - June 2009

- Maintained code for developers previously employed by the company.
- Worked with company employees to ship software in a completed state and on time.
- Completed product testing for software running on platforms as the iPod, PC, and Mac.
- Used JavaScript to automate repetitive tasks such as file re-naming and organization.

#### **Education:**