Nicholas Thomson

Technical Skills:

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

Professional Experience:

Aledade, Inc.

Software Developer

February 2017 - Present

NeoReach, Inc.

Frontend Developer

March 2016 - February 2017

- As a Frontend Developer I was responsible for overseeing and executing a large portion of a total interface overhaul.
- Implemented coding standards across multipe projects and repositories using primarily Angular 1.5
- Architected major software changes in the client-side code to better fall inline with best practices.

Cloudspace

Engineering Manager

November 2015 - February 2016

- 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 attending sales meetings.

Software Engineer

November 2012 - February 2016

- 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 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 via version control systems like git and svn.
- Designed, implemented, and maintained databases using SQL

Vcom3D, Inc.

Intern June 2008 - June 2009

Education: