

OLIVER BIGELOW

Portland, ME, 04106

Phone: 207-807-3468 | Email: oelucy@gmail.com

LinkedIn: <https://www.linkedin.com/in/oliver-bigelow-b623581a5> | GitHub: <https://github.com/obigelow> | Portfolio: <https://salty-inlet-40443.herokuapp.com>

SUMMARY

Full Stack Web Developer as well as a Game-Developer. Can easily learn new technological skills. Very personable and willing to help others to ensure the whole team is on the same page.

TECHNICAL SKILLS

Languages: HTML, CSS, Javascript, C#

Applications: MySql, MongoDB

Libraries/Frameworks: Bootstrap, Node.js, React.js, Unity, p5.js, Sequelize, Mongoose.

PROJECTS

ROE | bit.ly/ROEGithub | bit.ly/ROEDeployed

- This is a website built for you National Park Needs. Here you can find a park, find activities, and plan your trip.
- Responsible for setting up most of the API calls and the Google Maps API, constructed the entire park page which can be found when clicking on the more info button.
- HTML, CSS, Javascript, Google Maps API, National Park API, Open Weather API, Bootstrap

Dream Quest | bit.ly/DQGithub | bit.ly/DQDeployed

- This game is an RPG, Quest, and Board Game all in one. You must create an adventurer, beat the mini games, and defeat the boss.
- Responsible for the entire back-end, as well as some character development, and some front-end logic.
- HTML, CSS, Javascript, Bootstrap

Git-Club | bit.ly/GCGithub | bit.ly/GCDeployed

- This is a social network for coders of all levels. Here one can create a profile and share their projects with a more approachable interface than other platforms designed to share coding projects.
- Responsible for the entire back-end, and all of the functionality, any component with the need for data fetching, data sending, and button clicking.
- HTML, CSS, Javascript, Bootstrap, React.js, Cloudinary, React Spring

Melt | bit.ly/MeltGithub | bit.ly/MeltDeployed

- This is a mini video game where the main character is an iceman trying not to melt during earth's struggles with climate change. It is a procedurally generating game with infinite levels.

- Responsible for all character movements, enemy movements, procedural generation, some animations.
- Unity, C#.

EXPERIENCE

Delivery Driver **2DineIn**

2019 – 2020
Portland, ME

Responsible for picking up food and delivering it to households around the city area. This was a key role in the city when the pandemic started.

Key Accomplishments:

- One of their most consistent drivers, working 5-7 days a week.

EDUCATION

Bootcamp Certificate: UCLA Extension, Los Angeles, CA

A 24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Node Js, MySQL, MongoDB, Express, Handelbars.js & ReactJS.