

Nicholas J. Parr

Monroe Twp., NJ 08831 || (908) 202-4062 || [linkedin.com/in/nicholas-parr-854b61b7/](https://www.linkedin.com/in/nicholas-parr-854b61b7/) || nicholasparr.com || parrnicholasj@gmail.com || github.com/parnicholasj

Summary

Certified Full Stack Web Developer with 3 years of experience dedicated to learning and staying highly adaptable. Known as an independent self-starter, dependable team player and multitasker. Leader with unbreakable enthusiasm to push through and solve any problems.

Technical Skills

- **Programming/Languages:** JavaScript, REACT, Mongo, CSS, MySQL, HTML, C#, PHP, JAVA, Git
- **Game and 3D Modeling Engines:** Unity, Unreal, Maya, Blender
- **Software Development Methodologies and Organizational Tools:** Agile, Scrum, Trello, Basecamp
- **Microsoft Office:** Word, Excel, PowerPoint

Education

Rutgers Coding Bootcamp June 2019

The College of New Jersey – Ewing, NJ

Bachelor of Arts, Interactive Multimedia- Minors, History and Classics May 2018

Projects

- **Research it World Edition:** code: github.com/parnicholasj/Research-it-World-Edition deployed: parnicholasj.github.io/Research-it-World-Edition/ classroom research tool for grades 5-7. Handled API implementation by retrieving the info so it could be put on the pages. Made use of Javascript and JQuery.
- **Overworkshop:** code: github.com/parnicholasj/overworkshop2 deployed: overworkshop.herokuapp.com Full stack MERN Stack project that used a custom-built backend and React powered frontend to deliver “Reddit-like” user review site. Was lead developer, built back end and helped in connecting it to the front end.
- **Artillery Game:** Two player cooperative networked Unity game that tasks players with identifying and destroying a target. Worked as the primary programmer in getting all the core systems working as well as responsible for integrating the art assets and refactoring in the networking code.

Work Experience

AMC Theaters – Freehold, NJ - 2013-2016 – Floor Crew, Earned Top 5 AMC STUBS Salesman