Nicholas Parr

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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. A leader with unbreakable enthusiasm to push through and solve any problem with a collaborative and creative mindset.

Technical Skills

- **Programming/Languages:** JavaScript, REACT, Mongo, CSS, MySQL, HTML, C#, PHP, 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 University, Somerset, NJ
Web Development | Coding Certificate: June 2019

The College of New Jersey – Ewing, NJ
Bachelor of Arts: Interactive Multimedia May 2018

Projects

Research it World Edition:

- Code: github.com/parrnicholasj/Research-it-World-Edition
- Deployed: parrnicholasj.github.io/Research-it-World-Edition/
- Used: HTML, CSS, JavaScript, jQuery
- A classroom research tool for grades 5-7. Handled API implementation by retrieving the info so it could be put on the pages.

Overworkshop:

- Code: github.com/parrnicholasj/overworkshop2
- Deployed: overworkshop.herokuapp.com
- Used: JavaScript, NodeJS, MySQL, React
- 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 developing the front end.

Trivia Game:

- Code: github.com/parrnicholasj/triviaGame
- Deployed: parrnicholasj.github.io/triviaGame/
- Used: JavaScript, HTML, CSS
- History themed trivia game built to practice JavaScript and its timers.

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.