

Nicholas Kelly

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Objective	To advance my knowledge and experience within Web development and associated topics.
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Education

Jan 2014 - May 2016	University of Texas at Austin — Austin, TX M.S. in Computer Architecture and Embedded Systems (3.92 GPA) - Spring 2016
Sept 2009 - Jun 2013	Oregon State University — Corvallis, OR B.S. in Electrical/Computer Engineering (3.91 GPA) - Spring 2013

Relevant Experience

Oct 2012 - Jun 2013	Web Developer, EECS Research Project — Oregon State University Corvallis, OR <ul style="list-style-type: none">▪ Facebook application development▪ Data visualization and web interface (Javascript, Java servlets)
Jun 2011 - Jun 2013	Student Web Developer — OSU Libraries Corvallis, OR <ul style="list-style-type: none">▪ Development of content (forms, pages, modules) using Drupal/PHP/Javascript▪ Page design using HTML/CSS▪ General routine tasks and maintenance work on pages

Qualifications

Web Development	Front-end web development, including Javascript/jQuery, CSS/SASS, and HTML5 Back-end web development, including C#, ASP.Net, Perl (CGI), Python, PHP/Drupal, Angular/Typescript/Node.js, and JSP/Servlets Databases, including MSSQL, MySQL, PostgreSQL, SQLite, and MongoDB GUI development, with GTK+, Qt, Tcl/tk, and iOS Game development, with Objective-C (iOS) and Actionscript 2.0/3.0
Software	Continuous integration with TeamCity/GitHub/GitLab, for JS, Python, Ruby, and C++ Unit-test frameworks, linting, coverage, and static-analysis within JS, Python, Ruby, and C++ Runtime and memory profiling of C++ programs (VTune, valgrind, jeprof) Software-engineering practices (e.g. testing, OO, design patterns, etc.) teaching in industry
Graphics	Photoshop, Illustrator, Flash
Additional	Communication and support skills, across teams Able to learn new material quickly

Selected Projects

2009 - Present

Web and Game Development

- "The Wave", activity tracking with Facebook integration (Java servlets)
- "Rundezvous", running/biking/hiking tracking (PHP)
- "Boxarrific", iOS reaction game (Objective-C)
- "Artisan", iOS drawing/tracking game (Objective-C)
- Various Flash-based games (Actionscript 2.0/3.0)
- Personal websites (C#, ASP.Net; PHP; HTML5, JS, CSS)

References available on request. Additional experience and qualifications available in alternate resumes.