Nicholas Kelly

Address | N/A
Beaverton, OR
Mobile | N/A
Email | me@nickkelly.io
Website | www.nickkelly.io

Objective

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

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
- Facebook application development
- Data visualization and web interface (Javascript, Java servlets)

Jun 2011 - Jun 2013

Student Web Developer — OSU Libraries | Corvallis, OR
- 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/Typescript/jQuery, CSS/SASS, and HTML5

Back-end web development, including C#, ASP.Net, Perl (CGI), Python, PHP/Drupal, Angular/Node.js, and JSP/Servlets

Databases, including MSSQL, mySQL, PostgresSQL, SqlLite, 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 and GitLab, for Python, Ruby, and C++

Unit-test frameworks, linting, coverage, and static-analysis within Python, Ruby, and C++

Runtime and memory profiling of C++ programs (VTune, valgrind, jeprof)

Software-engineering practices (including testing, OO, design patterns, etc.) class facilitation

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.