

# Nicholas Kelly

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<b>Objective</b>	To advance my knowledge and experience within Web development and associated topics.
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## Education

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

## Relevant Experience

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

## 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.