

NIKO WELLS

P. 510-914-1918

wellsniko@gmail.com

[LinkedIn](#)

[Github](#)

nikowells.com

San Francisco, CA

SKILLS

Software Engineering - JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Python, AWS S3, Solidity, Web3

PROJECTS

Cryptbase

[Live Site](#) | [Github](#)

Fullstack project that is a clone of the cryptocurrency trading website, Coinbase.

- Used Ruby on Rails for backend, React with Redux for frontend, and 5 API endpoints to populate the site with live price data.
- Created a backend algorithm for transactions using Active Record associations, which only queries one table to check the user's USD balance against the user's current coin balance, cutting the purchase time in half.
- Backend data is sent to the front end using Jbuilder, allowing users to view all their past transactions, past transactions for each currency, and their current balance of each currency.
- Designed frontend validations for purchases that check the user's holdings via the user's Redux store to warn them when they don't have enough funds for a transaction, avoiding unnecessary database queries.

FindYourSquad

[Live Site](#) | [Github](#)

FindYourSquad is a web application where gamers can find similar players to chat and create a game lobby with.

- Collaborated with 3 other programmers to create a web app that allows players to create squads, update squads, destroy squads, and live-chat with other members of their squad.
- Used Node.JS, Mongoose, and Express for the backend and React with Redux for the frontend.
- Leveraged Node.JS's HTTPS server and Socket.io to manage web-socket connections for live-chat.
- Stored user-uploaded content on AWS using Amazon's SDK, Multer, and Multer-S3 to process files and send to an S3 bucket.

FleetSpace

[Live Site](#) | [Github](#)

FleetSpace simulates realistic space physics and challenges the player to land on the Death Star successfully.

- Used Vanilla Javascript and the Three.JS library to create a WebGL 3-dimensional game..
- Players can move in 12 different ways, with a successful landing requiring position along 3 axes, angle along 3 axes, and landing speed to be within a .006% margin of error.
- Utilized Euler and trigonometric calculations to create accurate 3-dimensional angular velocity vectors and direction of movement.

EXPERIENCE

Owner

Neek Nacks, June 2018 - Present Day

- Conceptualized, designed, and produced 5 of my own original products, consisting of lawn and home decorations.
- Sold over \$250k of my products on Amazon's Seller platform and to several retail locations.
- Lowered average cost of sale for pay-per-click advertising campaigns to 15% on Amazon, over a 6.5x return on advertising spend.

Capital Markets Associate

Marcus & Millichap Capital Corporation, Dec 2018 - March 2020

- Worked with lenders, investors, and developers on the west coast to find the best financing available for real estate projects.
- Originated over \$7 million of commercial real estate debt in my first year with the company.
- Secured financing that allowed a developer to convert a 100-unit motel into long-term single room occupancy housing.
- Oversaw the loan process from application to close of escrow when funds are released.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (Fall 2020)

San Diego State University - BS - Finance (Spring 2017)