Nicholas Kelly

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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/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, 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/GitHub/GitLab, for JS/TS, Python, Ruby, and C++

Unit-test frameworks, linting, coverage, and static-analysis within JS/TS, 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.