# NICHOLAS KEITH

## LINKEDIN GITHUB

nazkeith@gmail.com 913-526-3088

## ABOUT

Results-driven individual who has a passion for every art form and writing software is another means to that end. Front End is where my dreams lie but I also enjoy Full-Stack development.

## **TECHNICAL SKILLS**

Html, CSS, Javascript, Laravel, Vue, Sass, jQuery, React, Bootstrap, Materialize, Bulma, Media Queries, MySQL, RethinkDB, MongoDB, AJAX, Node, Express, Heroku, Git

## **PERSONAL SKILLS**

Creative spirit Reliable and professional Organized Time management Team player Fast learner Motivated

## EXPERIENCE

## ACTIVE LOGIC LABS - SOFTWARE DEVELOPER

September 2018 - June 2019

- Worked as an agile developer across 11 different projects from one utilizing Laravel/Vue/AJAX/MySQL to one with React/Node/GraphQL/RethinkDB.
- Collaborated on most applications.
- Used Nexmo and Bitly to send texts to users that contained a url with a medical test that would then send an email to inform them if they needed to see a doctor.
- Created shopping cart and checkout using Vue, Laravel and Stripe.

## **RECENT EDUCATION**

## FULL STACK FLEX PROGRAM

University of Kansas | Graduated 7/2018

- Completed daily challenges and group projects gaining experience in full-stack development including RESTful, APIs, and UI/UX.
- Practiced pair-programming, test driven Agile methodologies.

## EDUCATION

BACHELOR OF ARTS MAJOR IN FILM University of Kansas | Graduated 5/2011 | GPA 3.9

Centro Linguistico Italiano Dante Alighieri | Florence, Italy Summer 2009 - Studied Italian Language and Culture

Johnson County Community College | Overland Park, KS September 2006 - May 2008

## PROJECTS

Ru-Paul's Memory Game: Project Description:	MEMORY GAME   FULL-STACK A memory game that will challenge the mind and awe the eyes.
Technologies/Frameworks:	BOOTSTRAP   REACT   ES6   JSX   NPM   YARN
Mini-Jeopardy!: Project Description:	MINI-JEOPARDY!   UX/UI A miniature version of America's favorite game, Jeopardy!.

Technologies/Frameworks: BOOTSTRAP | FIREBASE | API'S