NICHOLAS ORTIZ

SOFTWARE ENGINEER

Software engineer with a background in psychology and education. Working with children with special needs taught me everything about communication, patience, and being able to solve problems quickly, all of which I will bring to my work as a developer.

SKILLS

Javascript jQuery Express.JS

mongoDB Ruby on Rails

SQL

EJS

HTML 5 CSS 3

React

Node.JS Phaser Materialize/Bootstrap

PROFESSIONAL EXPERIENCE

General Assembly .

Software Engineering Immersive | Engineering Fellow · Stamford, CT

June 2019 -Sept. 2019

Learned full-stack development through a three-month intensive program dedicated to preparing students to think like engineers and build the next generation of web applications

- Project 1: The Pokestop: A web application that allows users to look up stats and sprites of any pokemon. Includes a "Who's that Pokemon" game!
- Project 2: Nick's Recipe Book: A full-CRUD app to store recipes! Users can view all recipes and includes a secure log-in to add your own.
- Project 3: Foodso: A group project A full-CRUD app to display nearby restaurants. Users can view a snippet of the menu and log-in to add to their favorites
- Project 4: Donut Dash: An infinite-running game built with Phaser, users can continue playing and post their high-score to the leaderboard

New Canaan Public Schools · Driver/Transportation Aide · New Canaan, CT

June 2015 -June 2019

- Provided door-to-door transportation of students with special needs ages 3-21.
- Assisted in safely boarding and exiting the vehicle (e.g. wheelchair assistance, car seat assistance)
- Maintained positive relationships with students and parents, as to create an atmosphere of trust, caring, and understanding through positive interactions
- Worked directly with students in a classroom environment as a teacher's assistant

EDUCATION

General Assembly

June 2019 - Sept. 2019

Certificate of Completion - Software Engineering

University of Connecticut

May 2015

BA Psychology 2015