

# Alexander Nicholson

SOFTWARE ENGINEER • PENULTIMATE YEAR STUDENT

Auckland, New Zealand

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## Education

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**Bachelor of Engineering (Honours)** | The University of Auckland

Mar 2019 – Present

Specialising in Software Engineering

- Cumulative GPA: 8.81
- Deans Honours student 2020 – Within top 5% of my cohort
- Deans Honours student 2019 – Within top 5% of my cohort

## Work Experience

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**Developer** | Rubber Duck Tutors

Mar 2021 – Present

- Developed a react app for a new student platform that integrates with other services such as google classroom and Acuity Scheduling to significantly enhance their digital learning experience
- Setup and managing cloud infrastructure on Firebase to implement a serverless approach
- UI & UX design to ensure the app matched the feel of the company's existing digital presence

**Intern Developer** | My Food Bag

Nov 2020 – Feb 2021

- Worked in an agile team alongside 8 professional developers to deliver the multi-week promotions feature, which drove the average number of deliveries for participating customers up by 50%
- Used .Net (C#), SQL, Typescript and React to build the new features into an existing codebase that was then deployed to cloud infrastructure on Azure
- Developed new subsection of the company's admin web app using React and redux. This involved working with the marketing and customer care teams to source requirements and feedback to continually refine the design

## Skills

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**DevOps** - AWS, Firebase, Azure, Git, Travis CI, Octopus Deploy

**Languages** - Typescript, Java, .Net (C#), SQL

**Front-end** - React, Redux, SASS, Gatsby, jQuery

**Design** - Photoshop, Adobe XD, Figma, Blender

## Projects

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**Technical Lead** | Spellcards

Nov 2020 – Present

- Worked within an 8-person team following agile practices to develop a gamified language learning app, designed to fill a need for purpose-built language education tools targeted at a primary level.
- Managed the project's Cloud infrastructure with a CI/CD pipeline using AWS Cloudformation, travis CI and Octopus Deploy as well as putting a strong emphasis on code quality and good practice
- Developed a promotional website using Gatsby and Contentful as a headless CMS with a strong focus on SEO
- Responsible for ensuring tools and procedures were in place to maintain high standards of code quality and team organisation

**Developer** | Quinzical

Jun 2020 – Nov 2020

- Developed an educational quiz-based New Zealand trivia game designed to engage a young-adult audience. This was built using Java, JavaFX and Gradle and featured a multiplayer trivia mode.
- Worked in a 3-person team to deliver multiple iterations of the project to our clients
- Was responsible for creating all the artwork and animations for the game, as well as the UI to provide an engaging experience that matched our target audience
- Designed and implemented a customisable avatar with a shop to purchase cosmetic items, to increase players investment in the game and allow players to show off during multiplayer matches

*Referees available upon request*