Nathan Kaemmerlen | Fullstack Software Engineer

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About Me
I am a driven full stack software engineer who strives to create user friendly web applications. I aspire to make the internet space a users paradise for their many needs. Proficient in numerous technologies and languages such as Javascript, HTML, CSS, Python, React, and many more. The ability to work with css frameworks and node.js excite me as well as an interest in swift ios development and django. The future of technology is inspiring and I cannot wait to learn from the ones who have come before me.

Skills
Languages - JavaScript, HTML, CSS, Python, Java
Libraries and Frameworks - React, Node.js, Express.js, Material.ui, Bootstrap
Database - PostgreSQL, Sequelize, ORM, MongoDB, Mongoose, ODM, SQL
Other - RESTful Routing JSON, MVC

Software Development Projects   02/2022 - PRESENT

Scoute - https://github.com/Nkaemmerlen/scoute-front-end - Mobile first application designed for the average modern nomad.
- Engineered a mobile first design for optimal UI/UX to improve the experience the way the application will be used.
- Utilized a MERN stack (MongoDB, Express, React, Node.js) to build a full stack decoupled application in 7 days with full create, read, update, delete (CRUD) operations.
- Developed in a team of 3 working in sync while using Git and Heroku as our version control.
- Integrated token based OAuth with backend hashing to ensure the confidence we offer to our users.

Bourbonpedia - https://github.com/Nkaemmerlen/bourbonpedia - Web browser based application that allows anyone to share their favorite bourbons.
- Created an application with a mobile-first approach and styled using Styled-Components and CSS3 with flexbox layouts along with Material.io and Bootstrap frameworks.
- Utilized a MEN stack (MongoDB, Express, Node.js) to build a full stack application in 4 days with full create, read, update, delete (CRUD) operations hitting all RESTful API calls.
- This application has future goals of becoming a social interaction application with an active feed, taking advantage of web sockets and API calls.
- Implemented Google OAuth option for user fluidity and security resulting in a better UX.

Simon The Sloth - https://github.com/Nkaemmerlen/simon-the-sloth-finding-home - Onlin Adventure story.
- Leveraged embedded Javascript, Vanilla Javascript, CSS3, HTML5, with imports and exports to organize separate data.
- Wireframed and planned UI design of application with custom animations, sound effects and mouse effects.
- Utilized Git control during the production of the application with frequent commits until deployment.
- Implemented bootstrap for card styling and animate.css for animations.

Professional Experience

Brothers BBQ - Assistant manager, multimedia manager | Broomfield, Colorado   10/2018 - 04/2020
- Managed online social presence including visual styling and marketing strategies to increase engagement.
- Implemented strategies to improve cost and expense report auditing in a collaboration with a team of 2.
- Responsible for product purchasing and stock management.
- Analyzed working processes and developed strategic improvements to ensure higher quality and improved efficiency.

All Night Media House - Co-Founder | Denver, Colorado   02/2016 - 08/2020
- Developed Marketing campaign strategies for B2B sales which led to an increased profit margin.
- Created photography and cinematography product using multiple editing softwares such as Adobe photoshop and Lightroom.
- Assisted in creating the company logo and responsible for retaining online social media presence.

Avante Advertising - Account manager | Denver, Colorado   04/2018 - 10/2018
- Responsible for training and managing a small team of salespersons which resulted in the highest quarterly sales.
- Implemented sales strategies and pitches for B2B and B2C creating a base for future sales to be molded by.
- Apprenticed under the company founder to further strengthen my leadership and teamwork skills.

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EDUCATION

General Assembly | Remote   04/2022
Software Engineering Immersive
Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.