

NICHOLAS BRUNORO

Software Engineer

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EDUCATION

B.S.
Computer Science
University of Saskatchewan
2019
Saskatoon, SK

Skills

Javascript
Typescript
HTML/CSS
React
Java
Golang
Erlang
C
C++
Python
SQL
git
Terraform
Unity

CAREER OBJECTIVE

As a Computer Science graduate, it is my ambition to work with computers and be an exceptional programmer. My experience with computers has brought me through web page development, application development, and building my own computer. I am looking to find a new home to grow my expertise through experience and shared learning opportunities.

WORK EXPERIENCE

Full Stack Software Developer, SkipTheDishes

May 2018 - June 2021 Saskatoon, SK / Remote

- Involved with 2 teams with local and remote teammates: Courier Acquisition, and Dispatch Logistics
- Maintained and Implemented numerous projects in both the front and back end systems
- Troubleshooted numerous Code Issues
- Wrote 2000+ unit tests
- Practiced strong version control, project, and release management involving 20+ teams
- Participated in stand up and team meetings to receive tasks, goals, and outline progress
- Office OHNS representer with first aid training

PROJECTS

Pathfinding Visualizer

Creator

- A responsive Web App of a fun high level visualization to show how a pathfinding Algorithm works
- Built using React, typescript, and CSS
- nkbrew.github.io/pathfinding-visualizer/

Not Another Chat App

Creator

- A Real Time chat application using web sockets built to learn new technologies and skills
- Built with MERN stack and tailwind
- not-another-chat-app-client.vercel.app/