Nicholas Zimmermann

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EXPERIENCE

Comcast **Aug 2021 - Present**

Software Development & Engineering

- Owned the feature delivery, maintenance, and documentation for Comcast's Developer Portal, enabling app developers like Hulu and Netflix to distribute apps globally through Xumo TV.
- Led an architecture redesign (Redux) to improve delivery cycles and application performance.
- Designed a UI component library to bridge the gap between UX designers and engineers.
- Designed a robust code review process that promoted quality code and engineering excellence.
- Designed a design doc process that fostered collaboration between engineers and stakeholders.
- Led the adoption of a light-weight project management process (Kanban), allowing engineers, managers, and stakeholders to effectively estimate, manage, and deliver code.
- Designed automation around our content management system (Document360), defining a workflow for technical writing and legal teams to author and publish documentation.
- Built a testing suite using Jest, empowering engineers to create high-quality code designs.
- Built a dynamic form library, enabling the business to automate form-heavy applications.
- Technologies: TypeScript, JavaScript, React, NextJS, TailwindCSS, Go, Docker, Kubernetes.

Lawrence Livermore National Laboratory **Oct 2020 - Aug 2021**

Software Developer

- Administrator for RedHat Linux systems (DNS, DHCP, and NTP), playing a critical role in supporting scientists and other experts with world-changing discoveries and inventions.
- Built automation scripts reducing manual system upgrades from several hours to a few minutes.
- Technologies: Bash, JavaScript, NodeJS, Ansible, RedHat Linux, SQL.

A Smart Move **June 2019 - Nov 2020**

Web Developer

- Improved the pricing system that supported the business's expansion beyond the San Diego area.
- Improved site performance by optimizing code usage and image assets with Photoshop.
- General maintenance to keep the website up to date with functionality, information, and pricing.
- Technologies: JavaScript, React 16, Redux, Liquid Templating, Shopify, AWS S3, AWS Cloudfront.

PROJECTS

Nick's Blog **March 2024 - Present**

- Built a website to expand my reach and share my experience as a professional Software Engineer.
- Technologies: JavaScript, HTML, CSS, Markdown, Github Actions, Server-Side JSX, S3/CloudFront.

Halo: RPG **January 2023 - Present**

- 7,652 Visitors, 1,005 active subscribers, 280 favorites. Rated 4 / 5 stars on the Steam Workshop.
- Built an RPG that takes place in the Halo universe, allowing the player to explore a large open world. Developed new creative skills in the process (3D modeling, story-telling, level design).

EDUCATION

California State University San Marcos **Graduated December 2019**

Bachelor of Science, Computer Science