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 (components library), Go+htmx.

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: TypeScript, React (vanilla), NodeJS (server), Ansible (automated scripts).

PROJECTS _____

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

- Built a blog to reflect on my experiences and get involved with the developer community.
- Technologies: JavaScript, Rollup (build tool), NodeJS (scripts), Markdown (content management).

Yet Another Note Taking App   **March 2024**

- Built a shortcut based note taking app to organize day-to-day tasks and improve productivity.
- Technologies: TypeScript, React (NextJS), DaisyUI (components), Vercel (CI/CD and hosting).

Brick Buster WEB   **September 2023**

- Built a game engine from scratch to explore architectural patterns used across the industry.
- Technologies: JavaScript (vanilla), Web Canvas API (vanilla), Rollup (build tool).

Halo: RPG   **January 2023 - Present**

- 6,066 Visitors, 917 subscribers, 210 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