



DREW NUSSER

Web Developer

PROFILE

I have been developing websites and apps in different environments for over 10 years. I am actively looking for a job using React.js and preferably the Node back-end. Comfortable working in an agile environment. Have also used the Kanban system to keep projects on track. I have used Git repositories for versioning any of my personal projects, and the Adobe suite for design. I am also open to game development jobs if the right opportunity arises.

CONTACT

PHONE:
801-644-2774

WEBSITE:
<https://drew.nusser.me>

EMAIL:
drew@nusser.me

EDUCATION

Weber State University
Graduated 2013
Bachelor of Science, Business
Administration

Layton High School
Graduated 2003

HOBBIES

Web Development
Video Game Development
Sports
Stand-Up Comedy

SKILLS

- HTML
- CSS
- SCSS
- LESS
- JavaScript
- React.js
- Next.js
- MongoDB
- MERN Stack
- Node.js
- jQuery
- Git
- Unity3d
- Adobe Suite
- Blender

WORK EXPERIENCE

The StayWell Company - Web Developer

June 2011–May 2020

Developed front-end of websites and integrated them into an ASP.Net framework. Customized look and feel of the websites with HTML, CSS and JavaScript for unique user experience while ensuring 508 compliance. Cut down implementation time by helping create a React/Node app that would take in our website template and produce a working website with the client's configuration. Also helped create a React/Node app in which clients could take health assessments and get customized results.

Technology used: HTML, CSS, JavaScript, jQuery, ASP.Net, React, Node

ePosim – Web Developer

Jan 2010–June 2011

Worked on front and back end implementations for over 100 E-Commerce websites using a Classic ASP shopping cart solution. Used HTML, CSS, and JavaScript for the front end. Also in charge of server-side customizations.

Technology used: HTML, CSS, JavaScript, jQuery

Trick-Bow Productions – Founder, Developer, QA, Custodian, etc.

Mar 2014–Present

Plan, design, develop, and release the best video games on the planet using the Unity3d game engine.

Technology used: Unity3d, Blender, Adobe Suite, Git, Visual Studio Code

PORTFOLIO

<https://cms.trickbow.com>

I built this nifty little website from the ground-up using React, Node, MongoDB and Next.js. You can't see it, but it's a light-weight CMS that allows admin users to create/manage content pages and adjust settings and themes by making CRUD calls to a MongoDB.

<https://drew.nusser.me>

I used WordPress to design this site that's all about me. If you're feeling snopy, go ahead and poke around. It was a lot of fun making the site interactive with transitions I made with a mixture of JavaScript and CSS.

No Girls Allowed (Mobile Game)

I made this Android game using the Unity3d game engine, which uses the C# language for scripting. All the assets were created in the Adobe Suite (Photoshop, Animate).