

Nico Viarnes

SOFTWARE DEVELOPER

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Summary

Dedicated Software Developer with a rich background in both frontend and full-stack development. Bringing a diverse skill set with proficiency in a broad range of programming languages and technologies, and an ability to blend creativity with technical prowess. Seeking opportunities to innovate and elevate digital experiences.

Skills

Languages JavaScript, TypeScript, HTML, CSS, Python, GDScript, PHP, C#, Lua, Liquid, Ruby
Technologies Node, React, Express, NextJS, Material, Bootstrap, Docker, MySQL, PostgreSQL, MongoDB
Godot, Unity, Git, Linux, AWS, Redux, GraphQL, Shopify, Vue, Angular, Gatsby, Django, Flask

Experience

Freelance

Oakland, CA

FULL STACK DEVELOPER

February 2022 - Present

- Created a turnkey solution for Etsy sellers in the AI art space to manage storefronts, product creation, & drop shipping in one place by leveraging Godot's innate cross-platform abilities to build a frontend that works seamlessly across any device & consumes REST APIs from a NodeJS backend hosted on AWS.
- Worked with local companies to create internal apps to facilitate custom QuickBooks integrations using REST APIs with a React frontend.
- Maintained mission critical software built in C & effectively rolled out patches for production facilities in an environment requiring high uptime.

Parsemony Inc.

San Leandro, CA

SOFTWARE ENGINEER

June 2020 - May 2022

- Implemented software to replace legacy DOS-based solutions, significantly enhancing efficiency & product tracking capabilities.
- Developed a specialized application using C# & MySQL, replacing outdated DOS-based software & enabling more efficient operations.
- Designed an intuitive UI to improve UX & reduce the learning curve for end-users transitioning from the legacy DOS system.
- Delivered internal tools for integrating inventory data with industry standard accounting software using Node, React, & Express.
- Integrated tracking capabilities to monitor product lots & batches at all processing stages, ensuring precise traceability & compliance.
- Collaborated with stakeholders to ensure seamless migration of decades of data from legacy systems, maintaining data integrity & accuracy.

ESI Logistics

Vallejo, CA

FULL STACK DEVELOPER

August 2019 - June 2020

- Orchestrated weekly sprints & steered daily stand-ups for a dedicated development team of three, ensuring project deadlines were met.
- Managed a custom eCommerce platform, used by 200+ retail partners, built with NodeJS, React, & TypeScript.
- Lead the development of software to manage delivery of regulated goods to individual consumers & businesses, facilitating 100,000+ deliveries.
- Planned & implemented a user-centric dashboard built with React & TypeScript, tracking the entire product lifecycle.
- Optimized backend processes with NodeJS for efficient order processing & third-party API integration.
- Started an initiative to develop a boilerplate Gatsby storefront that could be easily tailored to client specifications, providing an optimal, lightning-fast user experience through static site generation & cutting client onboarding timelines in half.
- Pioneered the integration of barcode scanners into the warehouse software, slashing pick-n-pack times by over 50%.

Market Hall Foods

Oakland, CA

WEB DEVELOPER

April 2016 - August 2019

- Directed frontend development of a large-scale Shopify eCommerce site, with revenues scaling from \$50,000 to \$300,000 annually in 2 years.
- Built custom Shopify themes & leveraged Shopify's Liquid template language to meet specific design & functionality requirements.

Personal Projects

Game Jam Submissions

LEAD GAME DESIGNER

2022 - 2023

- Cycle of the Wolf - Short game featuring a shapeshifting werewolf, 4th place in MiniJam 136: Cycles, built using Godot & GDScript in 72 hours.
- Islands of Fortune - Challenging puzzle game built in one weekend with Godot and GDScript for MiniJam 134: Islands.
- Cupcake Match - Simple memory match game built to learn the new features of Godot 4.0 and GDScript 2.0.
- Praying for Rain - Point & click action game made in two days for MiniJam 110: Sacrifice built using Godot and GDScript.
- Deck Delvers - Vampire Survivors style game built in 72 hours with Godot & GDScript for MiniJam 109: Depths.
- Breakneck Beach - First game project published to itch.io for MiniJam 108: Seaside, built using Godot & GDScript in less than three days.

Plantify.io

FULL STACK DEVELOPER

2019

- Plant identification platform using Mongo, Express, React, NodeJS hosted on AWS Lightsail. Users can upload images for AI-driven identification.

Path of Exile Currency Monitor

FULL STACK DEVELOPER

2018

- Constructed a tool to parse data from the Path Of Exile trade API, offering real-time currency exchange rates and highlighting profitable trades.