



Nikki Brusoe

Software Developer

Contact

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Technologies

Back-end

- Ruby
- Rails
- SQL
- XML / JSON
- AJAX
- Devise
- YAML
- Git
- Linux / CLI

Front-end

- React
- JavaScript
- HTML
- CSS
- Tailwind CSS
- Material UI
- Webpack

Education

- The Odin Project
Full Stack Ruby on Rails
Completed in 2023

Profile

Motivated and meticulous full-stack developer with a background in quality assurance and control. Looking for a full-time opportunity where I can learn new technologies, solve challenging problems, and flourish as a developer.

Experience

Abnormelodies API | Personal Project January - March 2022

Built a melody-generating API which accepts a range of parameters to customize the melody response.

- Learned music theory as a non-musician for this project
- 17 comprehensive Ruby classes focusing on reusability and scalability
- Rails framework provides the API architecture
- Uses nokogiri gem to build the musicXML response

Chess Game | Personal Project March 2022

Built a command line Chess game for two players, implementing the common rules of chess and special moves *en passant* and *castling*.

- 19 Ruby classes focusing on SOLID principles and Object Oriented Design
- Games are savable via serialization with YAML
- Displays helpful errors for the inexperienced player trying to make illegal moves

People Pages | Personal Project July - August 2022

Built a social platform mimicking the core user functionality of Facebook: users, profiles, posts, comments, newsfeed, "friending", and "liking".

- A full scale Ruby on Rails CRUD app
- Features complex associations and database queries
- Focus on optimization and eliminating N+1 query problems
- Uses the Devise gem for authentication
- Takes advantage of Hotwire's Turbo Frames and Streams

Abnormelodies UI | Personal Project February - May 2023

Built an interactive and educational playground for melody creation, using my Abnormelodies API.

- A React app featuring custom Material UI components
- Uses Axios (XMLHttpRequests) to call API in async JavaScript functions
- Uses ToneJS and OpenSheetMusicDisplay libraries for audio and visual notation of the melodies