NICH OSBORN

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summary

- **5 years** in professional frontend development (**JavaScript**, **React**, **Angular**), implementation, and delivery.
- **3 years** in user experience prototyping, **agile SDLC**, and client-focused development.
- **5 years** in biological research fields, emphasizing an empirical and quantitative approach to development.

professional

Senior Frontend Developer @ *Beek* | Customer Acquisition Team | *Austin, TX & Mexico City, MX*   **2022 – 2023**

- Created new fully responsive web onboarding experience for desktop and mobile users, enabling new, more controlled revenue streams outside major app marketplaces.
- Implemented full analytics pipeline for NextJS and React Native, rewrote large chunks of legacy code, revamped deployment pipeline, and localized application across multiple languages.
- Created and organized guides, workflows, sprint planning, and quarterly objectives into cohesive engineering wiki, consolidating years of tribal knowledge into both English and Spanish.

Lead Frontend Developer @ *BrandPulse* | Core Product Development | *Austin, TX*   **2019 – 2021**

- Managed core frontend team and communication with leadership on leading projects and objectives, assigned/triaged weekly tasks in Jira, and worked with C-suite to design new projects while keeping objectives aligned with overall vision.
- Increased SEO ranking speed by 50% on Amazon by creating suite of SaaS React web apps to manage promotional campaigns.
- Reduced clients' webpage creation time by 90% by designing an app to let everyday users create custom promo pages in a WYSIWYG editor via drag-and-drop elements without requiring any coding knowledge.
- Developed microfrontend architecture for nesting several independent microservices to create a single seamless web app experience and enable rapid deployments.

Frontend Developer @ *General Motors* | Manufacturing, Quality Dept. | *Austin, TX*   **2016 – 2019**

- Developed touchscreen app to reduce factory downtime and line stoppages by making it faster and easier to catch vehicle defects. Successfully deployed in three manufacturing plants with ongoing global rollout.
- Accelerated team development process by creating modular design library to assist everyone in providing consistent UX between applications while enforcing WCAG 2.1 accessibility standards.
- Fully replaced outdated frontend stack with latest frameworks, closing several security holes and allowing existing projects to leverage modern browser capabilities.
- Implemented CI/CD pipeline to streamline frequent app launches and updates and to enforce unit testing requirements, increasing code coverage to a minimum of 80% across new and existing projects.

project

DRG Completionist | Progressive Web App | drg-completionist.com | ***Source:*** *github.com/SpicyBoys/drg-completionist*

A free, open-source progressive web application for tracking progress in the game Deep Rock Galactic.
- Reverse-engineered encoded game files to parse and display progress in a fully responsive UI on desktop and mobile devices.
- Leverage modern PWA browser capabilities to install and update itself automatically. Works fully offline and as a mobile app.
- Fully open-sourced. Thousands of users across over 40 countries, including the developers of the game itself.

education   **2016**

The University of Texas at Austin

- **Neuroscience, BSA, Honors** – *Quantitative Neuroscience, Statistics*
- **Computer Science, Minor** – *Data Structures, Mobile Computing*

skills

Proficient:

• React	• NextJS
• JavaScript	• Angular
• TypeScript	• PWAs

Familiar:

• Java	• C#	• Xamarin	• board-gaming
• Swift	• SQL	• Jira / TFS	• bread-baking
• Python	• UX/UI	• MatLab / R	• résumé-padding