

NICHOLAS GIRMES

n.girmes1998@gmail.com | (951) 317 – 4846 | [linkedin.com/in/nicholas-girmes](https://www.linkedin.com/in/nicholas-girmes) | github.com/ngirmes

PORTFOLIO SUMMARY

Computer Science graduate and full-stack developer building scalable, user-focused applications. Experienced with modern web technologies and Azure AI services through personal projects, and eager to contribute to a collaborative engineering team.

Skills

Languages & Technologies: JavaScript, Typescript React, Tailwind, Python, SQL, WSL, Git/Github, Microsoft Certified: Azure Fundamentals

Backend & Full-Stack: Node.js, Express, RESTful APIs

EDUCATION

B.S. Computer Science | California State University, Fullerton

- Notable Courses: Backend engineering, Data Structures and Algorithms, Software Engineering, Artificial Intelligence
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EXPERIENCE

APEX Environmental Internship (<https://apexcai.com>), APEX environmental | June 2025 - August 2025

- Built a multi-page React + TypeScript application with client-side routing using React Router.
- Designed modular, reusable UI components (Cards, Buttons, Sections) to maintain scalable architecture.
- Implemented responsive layouts using Tailwind CSS utility-first styling.
- Structured feature-based page organization for maintainability and future backend integration.

Coding Coach, theCoderSchool (seasonal position) | Corona, CA May 2025 – August 2025

- Taught 3–5 students ages 7–18 coding fundamentals each week, using strong technical communication skills to break down complex concepts. Guided younger learners in creating games and animations with Scratch and instructed older students in Python programming.
- Tailored teaching methodologies to accommodate varying learning paces and age groups, ensuring each student received personalized attention and effective instruction.
- Fostered a supportive and inclusive learning environment that encouraged curiosity, critical thinking, and problem-solving skills in computer science.

Algorithms Officer, Association for Computer Machinery | California State University, Fullerton January 2024 – May 2024

- Collaborated with fellow officers to develop relevant and engaging computer science topics for research, presentation, and education.
 - Fostered an inclusive learning environment by encouraging questions, discussions, and active participation during presentations.
 - Mentored peers and provided personalized guidance on computer science-related topics outside of scheduled presentations.
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PROJECTS

Harvest Auto Logger - Full-stack App, Independent Study | February 2026 - Present

- Engineered a full-stack time-logging platform with React + TailwindCSS frontend and Node.js/Express backend, deployed with Nginx reverse proxy and PM2 process management for reliable production hosting.
- Implemented secure authentication and credential storage using JWT-based sessions, bcrypt password hashing, and AES encryption for protecting third-party API tokens.
- Built an AI-assisted task matching system using OpenAI embeddings and cosine similarity search to map free-form user descriptions to the most relevant Harvest projects and tasks.
- Designed a bulk time-entry pipeline that parses structured user input and creates multiple Harvest time entries in a single request, significantly reducing manual logging overhead.
- Improved backend robustness through idempotent API request handling to prevent duplicate submissions and Zod schema validation to enforce strict, secure user input.

Sprout - Full-stack App, Independent Study | June 2026 – Present

- Developed a full-stack (REST API) productivity application using React, TypeScript, Express, and PostgreSQL featuring JWT authentication and persistent game progression.
- Designed a normalized PostgreSQL schema supporting user accounts, focus sessions, plant evolution, virtual currency, and unlockable content.
- Implemented a layered backend architecture with routes, services, and data access modules, improving code organization and maintainability.
- Used database transactions to ensure atomic updates across multiple tables during focus session completion.
- Established a professional Git workflow with feature branches, pull requests, and GitHub Actions for automated builds and quality checks.

Mock Wordle Back End, Hackathon | California State University, Fullerton January 2025 – May 2025

- Developed a Python 3-based web application to replicate the popular game, Wordle.
- Integrated SQLite as the database system to store and manage structured data, ensuring data consistency and efficiency.
- Utilized Nginx as a web server to efficiently handle incoming HTTP requests & serve static content, improving application performance and security.