

Nathan Sampson

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<https://github.com/TNathanSampson>

<https://bullygame.netlify.com>

Professional Summary: Experienced professional currently working in the non-profit field with proven track record of career advancement and tenure. While my work has been very rewarding, I am extremely interested in transitioning into a position within technology. My educational background is in graphic and digital arts, and now SavvyCoders which is an immersive coding bootcamp, I look forward to making a successful transition into development.

Professional Achievements: Despite the fact that I did not come from a social services background, I have been able to move up through my company to the level of supervisor through adaptability and dedication. I am proud of this achievement, as I feel it reflects my ability to learn and thrive in new environments.

Technical Skills: JavaScript, HTML5, CSS3, JSON, Python, Github, Agile/Scrum
Adobe: Photoshop, Illustrator, After Effects, MS Office: Word, Excel, Powerpoint, Outlook

Continued Learning: Through Savvy Coders, learning the basics of web development, including the programs utilized in development and Single Page Application architecture.

Capstone project: My Savvy Coders capstone project is a card game of my own design, utilizing standard playing cards. The idea is for a user to play the card game through the single page application. The project is built in JavaScript and HTML5 and utilizes CSS3 grid layout to achieve the look of the game board itself. <https://bullygame.netlify.com>

Employment History:

NextStep for Life, Employment Services

January 2010 - Present

Transitional Employment Supervisor (August 2016 - Present)

Arnold, MO

- Oversee and coordinate the Transitional Employment program at NextStep for Life.
- Supervise, schedule, and create progress reviews for over 40 participants in the Transitional Employment work program.
- Hire, train, and supervise the Direct Support staff who work with the participants of the Transitional Employment program.
- Assist in the development of janitorial cleaning contracts.

Transitional Employment Case Manager (September 2010 - August 2016)

- Work with individuals with disabilities to find suitable and lasting employment in the community.
- Oversee and assess individuals' progress through Supported Employment and Transitional Employment services.
- Create individualized service plans and reports for individuals in Supported Employment and Transitional Employment programming.
- Assist in the development of quarterly newsletters and other marketing materials.

Job Coach (January 2010 - September 2010)

- Provide Direct Support for adults with disabilities in community employment.
- Assist individuals with establishing efficient and sustainable work routines.
- Identify needs for assistive technology, help to develop natural supports in the workplace, identify strengths and barriers.
- Provide documentation for support provided and the progress of individuals supported.

Graphite Labs**November 2014 - March 2015****Contractor (Computer Animation)****St. Louis, MO**

- Produce 2D assets for 3 mobile game titles: My Little Pony: Twilight's Kingdom, My Little Pony: Cutie Pox, My Little Pony: Dino Island.
- Worked remotely using Adobe Flash for animation work and Dropbox to share assets and completed work.
- Create, edit, animate, and sync assets in 2D animation software.
- Work with Artistic Lead to match contracted specifications of production art.

Education:

Bachelor of Fine Art - Computer Animation / Missouri State University

Associate of Fine Art - Graphic Design / St. Louis Community College

Certifications:

CSM Certified Scrum Master / Scrum Alliance 10/08/2019

Agile Master Class / The Agile Coach LLC 2/18/2020