

NICHOLAS ISTRE

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PROFESSIONAL SUMMARY

Full-stack software engineer with 2+ years of experience building and shipping production web applications, native mobile apps, and workflow automation for a ticketing platform serving hundreds of thousands of users internationally. Skilled across React/NestJS web development, native iOS/Android engineering, and business process automation.

WORK EXPERIENCE

Associate Software Engineer and Production Specialist - *DRT Performance Tix* Aug 2024 – Present

- Develop and maintain the company's internal Admin Portal using React on the frontend and NestJS on the backend, with Kysely (Tedious/Tarn) for querying a Microsoft SQL Server database, Swagger for API documentation, and Sentry and Betterstack for error tracking and logging.
- Led the redesign and release of Scanner App v2.0 for iOS (Swift) and Android (Kotlin), the ticket-scanning app used by venue staff at events; delivering an improved UI, a new "Scan Entire Order" feature, and multiple quality-of-life improvements.
- Designed a multi-step Power Automate workflow that automates client contract delivery, CRM studio creation, document storage, and banking/tax information intake, eliminating a fully manual process previously run by hand multiple times daily and saving the Head of Sales several hours of work per day.
- Built additional Power Automate flows to auto-generate client documentation from inbound emails and to trigger team notifications from client/buyer survey results and bug reports, speeding up response times across teams.
- Supported code repositories hosted on Azure and collaborated with the development team on feature planning, code review, and QA across web and mobile releases.
- Built and designed client-facing websites utilizing data provided by the user to meet their specifications.

TECHNICAL SKILLS

Languages & Frameworks: JavaScript/TypeScript, React, NestJS, Node.js, Swift, Kotlin, C++, Java, SQL

Tools & Platforms: Kysely, Microsoft SQL Server, Swagger, Sentry, Betterstack, Azure Repos, Power Automate, Git, CocoaPods, Gradle

Other: Arduino, MATLAB, Unity, Multisim, Quartus, MIPS Assembly, Microsoft Office

PROJECTS

Ergonomic Video Game Controller - Senior Capstone Project

- Designed and built a fully modular game controller using Arduino and 3D-printed components to make gaming more accessible for players with physical disabilities.
- Engineered interchangeable joystick handles for varying needs (reduced finger mobility, limb differences, etc.) along with dedicated ports for foot pedals and swappable buttons/joysticks so the controller can be reconfigured per user.
- Recognized with the Ajin Georgia Engineering Award for innovation in assistive technology design.

Personal Web Development Projects

- Design, build, and host a range of self-directed web development projects under a personal domain (nickistre.blackbaccaraproductions.com), used to explore new frontend and backend tools outside of work.

EDUCATION

Bachelor of Science in Computer Engineering
Georgia Southern University

2018 – 2023

AWARDS & ACKNOWLEDGEMENTS

- Employee of the Quarter, DRT Performance Tix
- NASA Aerospace Award