

Nick Golebiewski

Full Stack Software Engineer *located in New York, NY*

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Summary

Full-stack software engineer and visual artist in New York, NY, blending strong design skills with front-end and back-end development. Recently launched a personal art and technology portfolio built with Next.js and a PostgreSQL database to showcase artistic works and coding abilities. Excellent communicator and collaborator for cross-functional and unique projects.

Tech Skills

Languages: Python, JavaScript/TypeScript, Go, SQL

Frontend: React, Redux, Next.js, Tailwind, HTML, CSS

Backend: Node.js (Express), Python (Flask, FastAPI)

Databases: PostgreSQL (PrismaORM), SQLite, MySQL

Tools: Git, GitHub, Docker, Postman, Pytest, Vite, Figma, Photoshop, InDesign

Other: REST APIs, WebSockets, Web Accessibility (WCAG)

Technical Projects

Art and Coding Portfolio (2025) | Solo Project | <https://www.nickgolebiewski.art/>

- Developed a personal art and technology portfolio using **Next.js, TypeScript, Tailwind, Prisma, and PostgreSQL** to showcase artistic works and coding proficiency, housing a database of 4,000+ artworks.

Turtle Encoder (2025) | Software Engineer & Educator | <https://turtle-encoder.onrender.com>

- Led 5th graders in a conceptual art project, encoding secret messages in turtle images using a custom program.
- Developed a **React/JavaScript** web application to demonstrate text-to-binary encoding with turtle image visualization.
- Created a **Python** script to process student artwork and generate high-resolution, print-ready encoded messages.
- Integrated Python, **Pillow**, React, JavaScript, and Photoshop for image processing, web development, and art production.
- Converted letters to binary, represented by turtle orientations, demonstrating a unique approach to data vis. and tech ed.
- Documented project on [Medium](#).

Tower of Zurpalen (2024) | Full-stack Developer | <https://tower-of-zurpalen.onrender.com/>

- Led a team to build a game inspired by 8-bit Zelda, using **JavaScript, Phaser, Node, Express, React & Postgres**.
- Spearheaded implementation of **Redux** for state management and API calls within Phaser.
- Implemented a PostgreSQL database to edit the data that drives the game and store user information.
- Designed and deployed a backend with **REST API**, user auth and CI/CD with **Github**/Render in the cloud.
- Collaborated in an agile development team of 4, pull requests, code reviews, and debugging.

Sonic Sound Sharer (2024) | Software Engineer | <https://socket-sound-sharer.onrender.com/>

- Designed and developed a real-time collaborative sound generation app using **JavaScript, WebSockets** (socket.io), Howler.js, and **p5.js** with dynamic visualizations and sound synchronization within a mobile-ready React application
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Employment

Web Developer | Nick Golebiewski Tech Studio (2004-Present) | New York, NY

- Developed and maintained full-stack web applications (React, Node.js, Python, vanilla JS/HTML/CSS) for diverse clients, focusing on performance, scalability, user experience, and mobile optimization.
- Ensured web accessibility (WCAG).

Independent Visual Artist | Nick Golebiewski Studio (2003-Present) | Brooklyn, NY

- Partnered with cultural institutions and museums, and delivered educational workshops in art and/or technology.
- Delivered exceptional client experiences, recognized as Etsy's Star Seller for consistent customer satisfaction.

Membership Associate | Cooper-Hewitt, Smithsonian Design Museum (2010-2015) | New York, NY

- Managed membership events, communications (e-marketing, WordPress CMS), and utilized Google Analytics to optimize engagement for 3,100 members.
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Education

- Fullstack Academy:** Software Engineering Certificate, Full-time, Full Stack Javascript Web Development Immersive
- Harvard CS50SQL:** Intro to Databases Certificate
- University at Buffalo, State University of New York:** Bachelor of Fine Arts Painting, Minor Art History, Summa Cum Laude