

NICOLE FISH

San Francisco, CA | (617) 504-5121 | nicole.fish@gmail.com

Proficient: Javascript, Node, Express, Sequelize, React, Redux, Git, PostgreSQL, ES6

Knowledgeable: C, jQuery, HTML5, CSS3, SCSS, Bootstrap, D3, A-Frame, Socket.io

Actively learning: WebGL, Scala, Mocha, Chai, Jasmine, Nunjucks, Swift



www.nicole.fish



github.com/thefishter



linkedin.com/in/nicole.fish

PROJECTS

Spacechat | spacechat.tech

- Virtual reality chat room that translates speech in real time, with surroundings that respond to conversation content.
- Set up all server-side and client-side socket logic; refactored to utilize namespaces and rooms, exponentially reducing lag.
- Developed with A-frame, WebGL, Socket.io, React.js, Redux, Node.js, Web Speech/ Google Translate/ Indico Text APIs.

Fund Freedom | github.com/thefishter/fund-freedom

- A tool to combat wealth-based jailing, using visualizations of real-time data to cultivate donations to community bail funds.
- Sole developer; winner of the Mad Science award at the Grace Hopper Academy Stackathon.
- Developed with React.js, Node.js, and D3, integrated with the Socrata Open Data API and Paypal.

Holiday Helper | holidayhelper.herokuapp.com

- A tongue-in-cheek fully functional e-commerce store for services to reduce stress for busy parents around the holidays.
- Refactored backend routes, database associations to enable Order History, My Account view, and confirmation emails.
- Developed with React.js, Redux, Sequelize, Express.js, Node.js, and Bootstrap, using agile workflow.

RELEVANT EXPERIENCE

Yale Social Robotics Lab – New Haven, CT

July 2016 – December 2016

Research Assistant

- Conceptualized and designed the character of a Jibo robot to be deployed in thirty homes of children with autism spectrum disorder, for the final year of a \$10m NSF funded research study on socially assisted human-robot interaction.
- Developed robot's speech, timing, animations, behaviors with the Jibo Atom SDK to best enhance social communication, emotion recognition, joint attention, and eye contact, throughout narrative storytelling and tutoring interactions.

Harvard/ Yale Computer Science Departments – New Haven, CT

March 2015 – May 2016

CS50 Teaching Assistant

- Developed tailored teaching materials to supplement lecture topics (e.g. algorithms, data structures, memory allocation).
- Led 90 minute weekly discussion section (C, PHP, Javascript, SQL, HTML, CSS) and evaluated all work for 12 students, using various pedagogies and in-depth feedback to ensure deeper understanding for all abilities.

Ice House Corp – Jakarta, Indonesia

May 2015 – August 2015

iOS Software Engineering Intern

- Co-developed mobile app feature using XCode (Swift) for successful local transportation startup GO-JEK to view bus stop location information and track both public buses and available GO-JEK transport nearby.
- Integrated Google Maps SDK for iOS (Swift), real-time bus location data, legacy code for tracking GO-JEKs, and a predictive algorithm for bus ETAs developed in-house.

Gaynor Minden – New York, NY

July 2007 – August 2010

Manager of Social & New Media (promoted from Executive Assistant in 2009)

- Conceptualized, developed, and strategically ran previously non-existent social media brand presence for international retail company. Dramatically increased B2C interactions within primary market – women and girls ages 11 to 40.
- Directed, produced, and fully edited an instructional fitting video that has 102,000+ views on YouTube.
- Built competitive web marketing campaigns with Facebook Ads and Google AdWords to maximize customer engagement.

EDUCATION

Fullstack Academy, Grace Hopper Program

February 2017 – May 2017

1000+ hour immersive software engineering program involving CS fundamentals, pair programming, and project work.

Yale University, BS, Psychology

2014 – 2015, 2005 – 2007

Relevant Coursework: [CPSC 201] Introduction to Computer Science, [CPSC 202] Mathematical Tools for CS, [CPSC 223] Data Structures & Algorithms, [CPSC 472] Intelligent Robotics, [PSYC 232L] Research Methods in Social Decision-Making