

Nick Pavlosky

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[Portfolio](#) · [LinkedIn](#) · [GitHub](#)

SKILLS

- **Languages:** TypeScript, C/C++, Python, Java
- **Libraries and Tools:** Git, Node.js, React, Vite, Express.js, Firebase, AWS, numpy, pandas, scikit-learn

EXPERIENCE

Amazon Web Services (AWS) · *Software Development Engineer Intern* · East Palo Alto, CA June 2023 – September 2023

- Upgraded a dashboard component to serve personalized and customizable experiences to users on AWS Console Home, a webpage with 9–11 million views per week
- Configured a dev server that better reflected production in my working repository, eliminating 5+ hours of build time every week for developers
- Set up collecting of business metrics for 3 user features, enabling data-driven business decisions
- Participated in code reviews daily with 8 other engineers, setting up reusable libraries for 3 features and unit tests for 2 features to improve maintainability
- Worked with UX and product manager to ensure accessibility compliance with keyboard and touchscreen navigation
- Wrote comprehensive design document, reviewed and revised with 25 other engineers
- Presented and demoed project live to 15 engineers and software dev managers

EDUCATION

University of California, Los Angeles · Los Angeles, CA

Expected Graduation June 2024

BS · Computer Science

- **GPA:** 4.0 / 4.0
- **Coursework:** Operating Systems, Networks, Theory of Computing, Algorithms, Data Structures, Machine Learning

LEADERSHIP

Biomedical Engineering Society at UCLA · *Project Manager*

September 2022 – June 2023

- Directed a team of 8 engineers to build a smart knee brace that tracks knee movement with Arduino and logs it to a React application over Bluetooth
- Brainstormed design choices with team and provided coding and hardware support over 15 weekly update meetings and 4 teamwide work sessions
- Arranged live demo presentation for 65 students and presented weekly updates to club's executive leadership

PROJECTS

[Mancala Stars](#)

July 2022 – August 2022

- Online multiplayer version of the Mancala board game with secure, responsive server using Express.js and socket.io
- Set up deployment pipeline for server using Git and Render

[The Card Game Cowboys](#)

May 2022 – July 2022

- Singleplayer or multiplayer Blackjack game using React that saves results of each game to a persistent Firebase database
- Social features such as Google authentication, global chat, searchable user profiles, and a follower system

AWARDS

[1st Place, Healthcare Equity Track](#) · QWERHacks at UCLA

January 2023

- Designed a PDF processor that flags medical intake forms with non-inclusive language and offers substitutions
- Created prototype application in Python with 4 other engineers

Hobbies: Birdwatching, weightlifting, board games