

# NOLAN M. SMITH

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12704 NORFOLK LANE • CARMEL, IN • 46032 • PHONE 317-605-8854  
E-MAIL [NOLAN.M.SMITH@VANDERBILT.EDU](mailto:NOLAN.M.SMITH@VANDERBILT.EDU) • WEBSITE [NOTALWAYSGRAY.NET](http://NOTALWAYSGRAY.NET)

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## EDUCATION

**Vanderbilt University** – *BS/MS of Computer Science, May 2015*

Major: Computer Science

Minor: Art

**Cumulative GPA:** 3.780/4.0    **Major GPA:** 3.860/4.0

**Honors:**

- *Dean's List (Fall 2011-Current)*

## PROFESSIONAL INTERESTS

My focus is primarily on software architecture, design, and implementation as a Computer Science major at Vanderbilt. A deeply rooted reverence for computers has led to classroom success and involvement in Vanderbilt's EECS department as a teaching assistant, participation in open-source development, and obsessive particularity in how I manage projects and systems.

## WORK EXPERIENCE

**Rustici Software**, *May 2014 – current*

*Intern*

- Implemented a library conforming to the Experience API specification in Python.
- Gained experience with JS, PHP, and Python unit testing and continuous integration frameworks in a large-scale production environment.
- Integrated the Experience API into applications such as Google Hangouts and Adobe DSP applications.
- Implemented a large scale behavioral driven conformance test suite within a team of four

**VU Molecular Modeling and Simulation Group**, *May 2013 – April 2014*

*System Administrator*

- Built and configured a heterogeneous Linux-based GPU compute cluster.
- Wrote parallel C++ using the CUDA model.

**Vanderbilt Institute for Integrated Biosystems Research and Education**, *Summer 2012*

*Undergraduate Researcher*

- Constructed powerful job-specific compute clusters out of Amazon's EC2 instances for running scalable bioinformatics software.
- Chosen from a large group of undergraduate entries to present at the BMES Annual Meeting.
- Wrote and optimized programs in Java, C++, and MatLab to parse disorganized mass spectrometry data.
- Named fourth author on a postdoctoral researcher's publication for successfully developing a data verification technique using MatLab. (project overview can be found here: <http://www.futurity.org/health-medicine/body-keeping-tally-of-past-drug-use/>)

## ACADEMIC AND SERVICE PROJECTS

**VU - Early Development Lab Research Media Producer (Android)**, *Fall 2013 – current*

- Developed an Android game for controlled experimentation of children's word-learning ability from digital media.
- Collaborated with the Principal Investigator and PhD candidate, who had no previous computer development background, to develop a requirements specification for an application capable of generating meaningful data.

**Open mHealth Android Application**, *Summer 2013*

- Created an app intended to simplify the management and use of food stamps, as specified by the Open mHealth framework.
- Implemented the backend server on EC2.

**Youth Encouragement Services**, *Fall – Spring 2012, Fall 2013*

- Volunteered in any way most helpful to the directors
- Spent three to four hours biweekly throughout the semester with the children at the Youth Encouragement Services location.

**Android Development Leader, *Fall 2012***

- Developed a simple donut-themed Android game to get experience with the mobile platform.
- Succeeded as one of the top three final projects in Mobile Networking and Development Tools.

**Fresh Start of Indiana—Not-For-Profit Dynamic Web Design Project, *Spring 2011***

- Recreated the website Fresh start of Indiana, a local not-for-profit women's shelter.
- Designed the layout and aesthetics of each page with a team of three.
- Coded the site in HTML and CSS, working closely with the organization to establish and fulfill their needs.

**SKILLS:** C/C++/C#, Java, HTML + CSS, JavaScript, Node + Angular, Python, Django, MongoDB, EC2, MySQL/SQLite, Android, Assembly, Git, SVN

**INTERESTS:** Hardware, hiking, baseball, drawing