NOLAN M. SMITH

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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
- Implemented a 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, BDD, TDD, CI

INTERESTS: Hardware, hiking, baseball, drawing