

Nick Rose

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EDUCATION

University of California, Berkeley - Berkeley, CA

Grad. May 2017

Bachelor of Arts, Computer Science (CS)

- GPA: 3.95, Computer Science Scholar, Cofounder Packd
- Current coursework in Efficient Algorithms and Intractable Problems, Network Architecture and Protocols, AI.
- Completed coursework in Data Structures and Advanced Programming, Web Design, Discrete Mathematics.

Analy High School – Sebastopol, CA

Grad. May 2013

- GPA: 4.3, top 4% of graduating class

WORK AND LEADERSHIP EXPERIENCE

Packd | Cofounder, Systems Engineer

08/14 - Present

- Increased efficiency of students' and residents' shop-going lives by building app that uses RPi and Wifi scanning tech to evaluate how crowded a location is. Currently building historical and predictive data APIs for better day planning.
- Gained valuable product management skills by putting myself in charge of team, managing three passionate students.

ClickTime | Software Engineering Intern

05/15 – 08/15

- Enhanced business productivity and time tracking by structuring backend systems for creating and managing employee timesheets. Worked with C# and .NET Framework to construct complex SQL queries to improve app performance.
- Improved fluidity of time tracking by building Angular chrome extension for ClickTime in self-managed project.

The Center for Entrepreneurship and Technology (CET) | Full Stack Web Developer

06/14 – 12/14

- Connected students and entrepreneurs across Berkeley by building feed-style webapp with Django, Ajax, and APIs.
- Accumulated full stack development skills by starting as a frontend intern and moving to backend as I gained new skills

EdX Development Research Team | Student Researcher

01/14 – 12/14

- Increased efficiency of Berkeley's CS intro course—CS10—for edX platform by building backend Python parsing tools. Streamlined course building process by converting html to xml, made process which used to take ~4 hours now only seconds.

Google at Berkeley Student Group | Education / Tech Chair

09/13 – 06/14

- Led and prepared workshops on products such as Drive, App Engine, and Extensions to maximize students' productivity.
- Increased student engagement by showcasing cutting edge Google products like Google Glass using sponsored exhibits.

PERSONAL PROJECTS

Packd App - <http://packd.org>

08/14 - Present

- Designed specific inputs and outputs for each team of the app – frontend and backend – to abstract tasks effectively.
- Constructed server – hardware – mobile interface using Raspberry Pi, Django, and over-the-air software updates.
- Dedicated RESTful API-centric design, with testing environments, server memcaching, and marketing site.

FlyingPepperProductions Site - <http://tinyurl.com/mslgas9>

07/14 – 08/14

- Increased load time and built showcasing site for Miles Pepper's video production company. Incorporated newly learned performance optimization tools such as image downscaling, video modals, and Javascript dictionaries.

Course Builder - <http://tinyurl.com/muyyx5b>

01/14 – 12/14

- Coded and self-taught backend Python script that parses CS10 labs into xml files appropriate for importing into edX course. Reduced importing workflow from ~4 hours to 5 seconds.

Laziness Finder App - <http://tinyurl.com/knssbwk>

04/14

- Created web application that matches the user with a group of five states in the United States where they should live.
- Analyzed data from the Center for Disease Control and a humorous quiz to determine the laziness level of the user.
- Optimized website frontend using new skills learned from Web Design class: HTML, CSS3, Javascript, and jQuery.

Generation Effect App - <http://tinyurl.com/m4zemhy>

01/14

- Enhanced text memorization by constructing website using the cognitive phenomenon of the generation effect for hackathon.

Water Buckets App - <http://tinyurl.com/lut9afg>

12/13 – 01/14

- Created visualization of the classic water buckets logic puzzle by building a website application based in Javascript.
- Acquired frontend web design skills by illustrating complex problem with simple interactive online game.

“Uno!” Solver

09/13-10/13

- Demonstrated the efficiency of algorithmic representations of card games by automating a game of “Uno” in Snap.
- Used autonomous rule-based system, strategic algorithms, and concurrency to announce a winner of four computer players.

OTHER

Programming Languages

- Java, Django, Python, Git, C#, AngularJS, jQuery, C, HTML5/CSS3, Javascript, Unix, Logisim, MIPS Assembly

Interests

- Salsa dance, heavy metal/jazz guitar, alto sax soloing, black diamond backwoods skiing, surfing, camping, cooking