Nick Rose

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EDUCATION

University of California, Berkeley - Berkeley, CA
Grad. May 2017

Bachelor of Arts, Computer Science (CS)

- GPA: 3.8, 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.

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. Created business model and go-to-market strategy for company based on customer research.
- Ensured product longevity by writing extensible code for the API, secure tokens for our hardware, and efficient Django ORM queries.
- Gained valuable product management skills by putting myself in charge of team, managing three ambitious students.

Microsoft | Program Manager, Cloud and Enterprise Identity Team
05/23 - Present

- Improving thousands of startup developers' authorization and identity flows by creating a new Visual Studio template for B2C apps.
- Increasing adoption of Visual Studio by providing a solution to customers who want policy-driven login, sign up, and profile-edit flows.
- Providing a cohesive team experience for my developers by promoting communication, issue tracker usage, and daily scrum meetings.

UC Berkeley Computer Science | Teaching Assistant, Data Structures and Algorithms
01/16 – 05/23

- Improved understanding and fostered interest in Computer Science fundamentals by leading a discussion of 30 - 40 students and a lab section each week.
- Encouraged industry-ready practices in students by stressing the importance of readable, testable code built in IDEs.

ClickTime | Software Engineer
05/15 – 05/16

- 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.

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.

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

"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