Nick Rose

707.490.8129 / nsrose@berkeley.edu http://nicksrose.com

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, Al. 	
 Completed coursework in Data Structures and Advanced Programming, Web Design, Discrete Mathematics. 	
WORK AND LEADERSHIP EXPERIENCE	
Packd Cofounder, Software 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 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. 	05/23 - Present
	04/4/ 05/02
 UC Berkeley Computer Science Teaching Assistant, Data Structures and Algorithms Improved understanding and fostered interest in Computer Science fundamentals by leading a discussion of 30 - 40 students and a lab section each week. 	01/16 – 05/23
• Encouraged industry-ready practices in students by stressing the importance of readable, testable code built in IDEs.	05/15 – 05/16
 ClickTime Software Engineer 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. 	05/15 - 05/16
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 Increased load time and built showcasing site for Miles Pepper's video production company. Incorporated newly learned 	07/14 – 08/14
performance optimization tools such as image downscaling, video modals, and Javascript dictionaries.	01/14 – 12/14
 Course Builder - http://tinyurl.com/muyyx5b 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. 	01/14 - 12/14
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

Interest

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