Nick Rose

707.490.8129 / nsrose@berkeley.edu http://nicksrose.com https://github.com/Nsrose

EDUCATION

Interests

EDUCATION	
University of California, Berkeley - Berkeley, CA	Grad. May 2017
Bachelor of Arts Candidate, Computer Science (CS)	
 GPA: 3.96, Upsilon Pi Epsilon CS Honors Society, Computer Science Scholar 	
 Current coursework in Data Structures and Advanced Programming, Linear Algebra. 	
 Completed coursework in the Structure and Interpretation of Computer Programs, Web Design, Discrete Mathematics. 	
Analy High School – Sebastopol, CA	Grad. May 2013
■ GPA: 4.3, top 4% of graduating class	
WORK AND LEADERSHIP EXPERIENCE	
The Center for Entrepreneurship and Technology (CET) – Berkeley, CA	06/14 - Present
Full Stack Web Developer	
 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 - Berkeley, CA	01/14 - Present
Student Researcher	
 Increased efficiency of Berkeley's CS intro course—CS10—for edX platform by building backend Python parsing tools. 	
 Adapted MapReduce tools along with higher order functions and list comprehensions for autograding tools within Snap. 	
Google at Berkeley Student Group - Berkeley, CA	09/13 - 06/14
Education/Tech Chair	
 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. 	
Sonoma State University - Rohnert Park, CA	06/12-08/12
Lead Electrical Engineering Intern	
• Selected out of 80 competitors countywide to participate in exclusive STEM internship based on teacher recommendations.	
 Designed and soldered a life-saving Electrocardiogram circuit by working closely with engineering professor, Dr. Jack Ou. 	
 Presented and demonstrated my research to chair of engineering department, Suzanne Rivoire, 20 professors and 10 interns, 	
by adopting impromptu speech and parliamentary debate skills.	
PERSONAL PROJECTS	
FlyingPepperProductions Site	07/15 - Present
 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.	01/14 Daggard
Lab Parser	01/14 - Present
• Coded and self-taught backend Python script that parses CS10 labs into xml files appropriate for importing into edX	
course. Reduced importing workflow from ~2 hours to 5 seconds.	04/14
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 a website that uses the cognitive phenomenon of the generation effect. 	
 Built for the Berkeley Hackjam Hackathon in 12 hours as my first hackathon project. See Github and LinkedIn for more info. 	
	12/13 - 01/14
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. 	09/13-10/13
 Used autonomous rule-based system, strategic algorithms, and concurrency to announce a winner of four computer players. 	
 Osed autonomous rule-based system, strategic algorithms, and concurrency to announce a winner of rour computer players. Program has the ability to swap out computer players for real ones, using a turn-based interface. 	
OTHER	
Computer Skills • Programming Languages: Java, Python, HTML5/CSS3, Javascript, Jquery, Django, Unix, Git, Scheme, App Engine, Snap	
- 1 rogramming Languages, Java, r ymon, 11 rivil 5/C555, Javascript, Jquery, Django, Onix, Ott, Scheme, App Engine, Snap	