Nick Aversano

NJ, United States, Earth   nick@nickaversano.com

Education

[University of Maryland – B.S. Computer Science **]**   December 2015

CMNS Dean's List	College Park Scholars
Fall 2012 – Spring 2014	Fall 2012 – Spring 2014

[Academy for Innovation & Entrepreneurship – College Park, MD **]**   Spring 2015 – present
- Peer Innovation Coach for UMD students
- Teach Design Thinking to facilitate student's creative projects

Software Development

[NickAversano.com – Allendale, NJ **]**   Fall 2011 – present
- Developed several e-commerce websites for clients
- Mobile responsive design and optimized page speeds
- Integrated payment processing with Stripe API

[CBSNews.com – New York, NY **]**   Summer 2013
- Created the *48 Hours* and *60 Minutes* front pages, and sitemap for desktop and mobile
- Worked on the Highlander Project, a company-wide replatforming
- Completed weekly Agile sprints and fixed cross-browser bugs on the company's intranet

[Terrie O'Connor Realtors – Ramsey, NJ **]**   Summer 2012
- Went from spreadsheet analyst to lead web developer for local realtor
- Overhauled company's public website design, prototyping mockups in Photoshop
- Optimized page speed and enabled instant local searches through hundreds of listings
- Learned UNIX command line and maintained a PostgreSQL database

Game Development

[Conpuzzled – Android App **]**   Fall 2012
- Developed a mobile Android application that turns pictures into puzzles
- Implemented multi-threading, memory management and nested classes

[Invadris – iPhone App **]**   Fall 2010 – Summer 2010
- Wrote 3,000+ lines of code for an iPhone web-game
- Learned efficient code writing techniques given the constraint of mobile device speeds

[Boxes – Windows Game **]**   Winter 2009
- Started with GameMaker in 4th grade and published this game that now has 20,000+ hits online
- Featured online high-score table allows players to compare themselves globally

Technical Skills

[Programming Languages – Ruby, C#, Java, C/C++, PHP, SQL, JavaScript, Python, Objective-C, OpenGL ES **]**
[Platforms/Technologies – Vim, Git, Rails, WordPress, Laravel, Unity, Photoshop, Illustrator, Premiere **]**