

Brian Nieves

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EDUCATION

DUKE UNIVERSITY

BACHELOR OF SCIENCE

Expected May 2020 | Durham, NC

Cumulative GPA: 3.69

Major: Computer Science

Minor: Philosophy

Certificate: Decision Science

SKILLS

JAVA	■ ■ ■ ■ ■
PYTHON	■ ■ ■ ■ ■
HTML/JS	■ ■ ■ ■
SQL	■ ■ ■
C	■ ■

CERTIFICATIONS

ORACLE CERTIFIED ASSOCIATE

Java SE7 Programmer

ADOBE CERTIFIED ASSOCIATE

Adobe Photoshop CS6

Adobe Dreamweaver CS6

COURSEWORK

UNDERGRADUATE

COMPUTER SCIENCE

Algorithms

Operating Systems

Data Structures

Databases

Machine Learning and AI

Software Design & Implementation

MATHEMATICS

Multivariable Calculus

Linear Algebra

EXPERIENCE

SOFTWARE ENGINEERING INTERN | FACEBOOK

MAY 2019 – JUL 2019 | MESSAGING STORAGE INFRASTRUCTURE

- Decreased number of accounts processed when cleaning up user-deleted attachments and message threads by over 99%.
- Extended an asynchronous framework for running jobs on user accounts by developing infrastructure for creating and tracking account indicators.

DUKE TECH INCUBATOR | CLASS PROJECT

SEP 2018 – DEC 2018 | DATABASES

- Set up an interactive web server using Node.js Express and Handlebars.
- Organized the project using a Model View Controller architecture.
- Developed various features for the DTI project, such as advanced search across the full stack from UI to routes to MySQL querying.

HOUND DATA CENTER DIAGNOSTIC

DATA+ SUMMER EXPERIENCE, CONTINUING RESEARCH

JUN 2018 – AUG 2018 | DUKE UNIVERSITY

- Employed statistical models in Python to identify performance anomalies.
- Utilized Apache Spark in Python to run analyses on a distributed system.
- Developed rescheduling proposals based on the models' results.

BITASY.ME | PERSONAL WEBSITE

JAN 2018 – MAY 2019

- Developed a responsive website using HTML4 and Bootstrap CSS.
- Designed a display for my current projects and experiences.
- Built with Node.js tools to update HTML/JS for real time development.

VOOGAPEACHES | CLASS PROJECT

NOV 2017 – DEC 2017 | SOFTWARE DESIGN & IMPLEMENTATION

- Developed a Video Game Authoring Environment using Scrum.
- Built an object oriented and intuitive user interface using JavaFX.
- Implemented user data to customize workspace styles and layout.

TEACHING ASSISTANT | COMPUTER ARCHITECTURE

AUG 2017 – DEC 2017 | DUKE UNIVERSITY

- Led and graded homework for a recitation group of 18 students.
- Reiterated over class material and guided recitation assignments.
- Held weekly office hours, helping students individually with their work.