

Professional Experience

Microsoft

Program Manager

Fall 2019 – Present

Redmond, WA

- Primary PO for an Automation Platform built on RedHat's Ansible Tower to run change-management against Network Devices
- Design the UI/UX for new Automation Platform with support from user empathy interviews
- Integrated Agile processes into engineering team to increase visibility and execution

Bloomberg LP

Software Engineering Intern

Summer 2018

New York, NY

- Automated live release Earnings/Economic Data into tables for the Breaking News Team
- Full-stack application developed in Bloomberg technologies, JavaScript (R+), Python (BAS), and SQL (Comdb2)

USC Institute for Creative Technologies

Student Researcher

Fall 2017 – Spring 2018

Playa Vista, CA

- Developed pipeline for capturing the life experiences of STEM mentors into a project called MentorPal
- Helped implement, train, and reduce an NLP model to provide a more immersive and streamlined experience

PlayStation

Software Engineering Intern

Summer 2017

San Francisco, CA

- Planned, developed, tested, and launched minor/major features for the PlayStation Store team on the PS4 console
- Worked as front-end developer on new search interface using XML/CSS, Web GL, and a custom JavaScript framework
- Eliminated various defects/bugs with the PlayStation Store

Campus Involvement

Los Angeles Community Impact

VP of Internal Relations and Team Leader

Fall 2015 – Present

Los Angeles, CA

- Pro-bono consulting club at USC (five-time recipient of USC org of the year), works with NGOs/small businesses
- As VP of IR, designed databases / processes that aggregated past clients, project deliverables, and school resources to facilitate client acquisition and project operations
- As a Team Leader, managed a team for the Harold Robinson Foundation

LavaLab

Developer

Fall 2016

Los Angeles, CA

- USC's highly selective student run product incubator that takes ideas into business plans and working products

Projects

Tommy Bot (Python, NodeJS, MongoDB)

Fall 2016 – Spring 2018

- Messenger chatbot for all things related to USC (building location/hours, menus, events, etc.)
- 50,000 total interactions since launch in Jan 2017, \$10,000 in funding from USC Iovine and Young pitch competition

eYak (MongoDB, Express, ReactJS, NodeJS)

Spring 2017

- Web application that combines the interface of Yik Yak and functionality of Piazza into an in-class discussion board
- Developed at LA Hacks 2017 with MERN Stack, demoed at USC Scope to local CEOs and CTOs of LA startups

Publications

Kaimakis, N.J., Davis, D.M., Breck, S. & Nye, B.D. (2018). "Domain-Specific Reduction of Language Model Databases: Overcoming Chatbot Implementation Obstacles". In the Proceedings of the *ModSim World Conference*, Norfolk, Virginia.

Breck, S., Carr, K., Davis, D. M., Nordhagen, J. N., and Nye, B. D. (2018). "Virtual Mentors in a Real STEM Fair: Experiences, Challenges, and Opportunities". In *Third International Workshop on Intelligent Mentoring Systems (IMS 2018)* Proceedings.

Skills C++, JavaScript (jQuery/Web GL/Backbone/ReactJS/NodeJS), Python, HTML, CSS, MongoDB, Java (Android), Embedded Systems

Education

University of Southern California, Viterbi School of Engineering

Aug 2015 – May 2019

Bachelor of Science in Computer Science

Los Angeles, CA

Dean's List, Academic Achievement Award

Expected Graduation | May 2019

Completed Coursework | Data Structures and OOD/ Algorithms/ Artificial Intelligence/ Discrete Methods in CS/ OS/ Pro C++

Saratoga High School

Graduated with Honors

May 2015

Saratoga, CA

