Devin N. Nicholson

Software Engineering (650) 814-9260

EDUCATION

California Polytechnic State University, SLO

B.S. Software Engineering

San Luis Obispo, CA Sept. 2014 – Dec. 2018

June 2018 - Dec 2018

San Luis Obispo, CA

April 2018 - June 2018

June 2017 - June 2018

April 2016 - Jan. 2017

devinnicholson@idoud.com

EXPERIENCE

MarkLogic San Carlos, CA
Performance Engineer Feb 2019 – Present

- Working on detecting performance bottlenecks for Azure using Marklogic-as-a-Service.
- Developing benchmarking applications and analyzing benchmarking results to recommend improvements.
- Using flame graphs and other perftools in order to analyze and improve overall performance for MarkLogic cloud solutions.
- Wrote UI performance scripts using Puppeteer to be integrated in MarkLogic's Data Hub CI/CD pipeline.

MarkLogic San Carlos, CA

Engineering Intern (Summer & Part Time Remote)

 Worked on the Performance Engineering team and wrote scripts using the Puppeteer library to measure and improve performance of the MarkLogic Server.

• Researched, developed and demoed tools to the Performance and Support Team.

Computer Science & Software Engineering Department

Teaching Assistant, iOS Mobile Application Development

Demonstrated mastery of iOS by mentoring students in a laboratory environment.

• Validated student application implementations via specifications designed by instructor.

MarkLogic San Carlos, CA

Engineering Intern (Summer & Part-Time Remote)

 Worked on the Cloud Computing team to integrate MarkLogic with Microsoft Azure and wrote up documentation for deploying MarkLogic on Microsoft Azure.

Worked on various Server Side APIs.

Boeing San Luis Obispo, CA

Automation Intern (Summer & Part-Time)

• Built and maintained automated testing scripts for new and existing products.

Wrote Groovy scripts comparing JDBC results.

COMPUTER SKILLS

Fluency: Python, Bash, Java, JavaScript, Swift, C, SQL, XQuery

Exposure: Objective C, Ruby, Scala, C++

Tools: Git, Vim, SVN, Puppeteer, Perf-Tools, Selenium, Jenkins, TravisCI, Gradle, XCode

HACKATHONS & PROJECTS

SLO Hacks (1st place) San Luis Obispo, CA

- Developed an iOS App to assist people living in food deserts.
- Utilized XCode (Swift), Firebase, Twilio APIs.

Camp Polyhacks (1st place) San Luis Obispo, CA

- Developed an iOS App allowing users to take pictures of their home for insurance using Google Vision in the case of a natural disaster.
- Utilized XCode (Swift), Firebase, Google Vision.

Dev Tweets (devtweetz.github.io)

- Analyzed over 50,000 tweets using Twitter's API, K
 Nearest Neighbors ML algorithm and a Digram Markov Chain.
- Designed graph visuals using Google Visualization API.

AWS Capture Replay Tool (Open Source)

- Worked with Amazon and a team of six other Software Engineers to create a Capture Replay Tool for AWS.
- Primarily worked on back-end integration: SQLite, Java, RDS, S3, Cloudwatch.

LEADERSHIP & ACTIVITIES

Women Involved in Software and Hardware (WISH) Mentor

Mentored and assisted young women in preparation for a bright future in the tech industry.

Grace Hopper Conference 2017 & 2019 Apple & WISH Scholarship Recipient, MarkLogic Sponsor

Society of Women Engineers Mentor

Spoke at numerous panels about increasing diversity in tech.

Engineering Ambassadors Tour Guide

Led groups of 50-100+ high school students and parents through Cal Poly's Engineering Labs.

New Student and Transition Programs Orientation Leader

Led a group of 20 Cal Poly Freshmen for 12 hours a day during Orientation Week.

PORTFOLIO

LinkedIn GitHub Website

www.linkedin.com/in/devinnicholson

www.github.com/devinnicholson

www.devinnicholson.com