

NICHOLAS MERRITT

Houston, TX

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Education

Rice University, Houston, TX

August 2013 - May 2016

- B.A. in Computer Science
- Minor in Computational and Applied Mathematics
- Relevant Classwork: Software Engineer Methodology (Senior Design Course), Operating Systems, Advanced Object Oriented Programming, Compiler Construction, Algorithmic Robotics, Graph Theory, Parallel Programming, Advanced Poetry Writing

Technical Skills

- Programming: C#, Java, Python, C, C++, JavaScript, HTML, CSS, Android, MATLAB, Latex
- Version Control: Git, SVN
- Automated Testing: Jenkins, TeamCity, Selenium

Professional Experience

SnapStream Media, Houston, TX — *Software Engineer*

June 2016 - January 2019

- Full Stack web development at an Enterprise TV Search company.
- Wrote new features in C# and JavaScript for recording and playing videos and analyzing subtitles.
- Worked on an internal inventory tracking website.
- One of the initial developers for the company's first Android app.

Epoch Labs, Austin, TX — *Software Development Intern*

May 2015 - August 2015

- Assisted in the design and development of a distributed database.
- Worked closely with Senior Developers to fix bugs in C++.
- Wrote automated tests in Python.

Awards

IBM International Collegiate Programming Competition, College Station, TX

Spring 2015

- 1st Place Team in the South Central Region.
- Participated in the World Finals in Marrakech, Morocco.
- Collaborated with teammates to unravel complex puzzles using Java.