Nick Marker

218 Sheffield Lane, Oxford, PA 19363 | ncmarker@usc.edu | 484-365-3437

EDUCATION

University of Southern California, Viterbi School of Engineering   **Los Angeles, CA**
Bachelor of Science in Computer Science and Game Development, Minor in Web Development   May 2026

- **GPA:** 3.85; SAT: 1540/1600
- **Honors:** Dean's Honor List, Alpha Lambda Delta
- **Relevant Coursework:** Front-End Web Development, Accelerated Programming in Python, Fundamentals of Computation, Discrete Methods in Computer Science (IP), Introduction to C++ Programming (IP)

Oxford Area High School   **Oxford, PA**

- **GPA:** 4.00   May 2021
- **Honors:** Valedictorian, Class Parliamentarian, Academically Talented Program

WORK EXPERIENCE

University of Southern California   **Los Angeles, CA**
Web Development Teaching Assistant   January 2023 – Present

- Top performer out of 40 students in HTML, CSS, JavaScript, and jQuery programming for web pages
- Analyze 15 students' code for accuracy and provide reports with feedback to improve skills taught in class
- Host 4 hours of student drop-ins weekly to further explain topics covered in class or more advanced programming methods that are of interest
- Create and grade 15 students' programming examinations and deliver grade reports to overseeing professor
- Develop two weekly code examples of web pages with emphasis on specific topics being covered that week

Amata Agency   **Los Angeles, CA**
Graphic Web Designer   July 2022 - January 2023

- Design and post 5+ graphics per week for 3 client companies, tracking user data with hashtags
- Create wireframe templates for daily company emails, using corresponding company color palettes and typefaces
- Update web landing pages around client restrictions while improving SEO through meta tag manipulation
- Develop weekly email and web page prototypes using HTML and CSS programming with 500+ lines of code each
- Meet strict deadlines in order to communicate directly with clients on project updates, maintaining a retention rate of 88%

LEADERSHIP & INVOLVEMENT

WhenToWork Mobile App Redesign   **Los Angeles, CA**
UX Designer   July 2022 – August 2022

- Create wireframes and low to high fidelity prototypes for over 5 different pages of the application
- Perform user research and testing on 20 users to identify problems within the current application and redesign expectations
- Brainstorm user personas to establish effective information architecture and micro interactions

SKILLS, ACTIVITIES & INTERESTS

Prototyping: Figma, Webflow, Squarespace, WordPress, Miro, Adobe XD
Design: Adobe Creative Suite, Rhino, AutoCAD, 3D Modeling, Wireframing, Ideation
Programming Languages: HTML, CSS, JavaScript, Python, React, jQuery, MS Excel
User Research: Google Analytics, Contextual Inquiry, Usability Testing, Storyboarding
Certifications & Training: User Interaction and User Experience, Front End Development HTML—Great Learning
Activities: CybOrg USC—Cybersecurity and Forensics Organization, Space USC Publication
Interests: [Creative Activities] sketching, horror films, 3D modeling, cooking
          [Outdoor Activities] cliff jumping, hiking, cross country