

Nick Duncan

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EXPERIENCE

FANHOUSE (*Series A led by a16z, \$21.3M total raised*)

Software Engineer - Mobile App Lead

Remote

May 2022 – Present

- Owned mobile codebase (iOS and Android) for the Fanhouse app, which served over 80k monthly active users (MAU)
- Developed and shipped 20 new mobile app features using Flutter and new backend API endpoints using TypeScript
- Refactored mobile codebase to improve separation of concerns, build reusable components, and better app performance
- Cultivated consistent, quality app code development by owning app deploy processes and managing 2 direct reports
- Architected a new mobile app for AI chatbots (Zizz AI) and built initial features with React Native and TypeScript
- Designed the schema for a SQLite database, and wrote the logic for upgrading the schema for Zizz AI
- Drove growth of engineering team by designing interview questions and interviewing prospective candidates

RAYTHEON TECHNOLOGIES

Engineering Leadership Development Program Associate

July 2020 – May 2022

PRATT & WHITNEY

Software Developer - Engine Health Management

Remote

October 2021 – May 2022

- Led front-end development of a dashboard to display key trends from over 2000 engines' flight data to customers
- Established user requirements and gathered preliminary customer feedback through regular customer interviews
- Developed an automated script to evaluate the accuracy of machine learning prediction data against reported data
- Served as Scrum Master for Agile scrum events, like product increment planning, and prioritized product backlog

COLLINS AEROSPACE

Project Engineer

Everett, WA

June 2021 – October 2021

- Led testing and qualification (DO-160, cycle, abuse, software) of touchless kits to retrofit Boeing 737 lavatories
- Managed development and release processes for over 30 new product kits for different lavatory positions
- Supported certification efforts to satisfy customer and FAA requirements while meeting schedule demands

Associate Project Manager

January 2021 – June 2021

- Owned testing activities for a \$4M product development project undergoing ambitious schedule compression
- Managed budget and schedule risk through collaboration with internal stakeholders and external vendors
- Spearheaded supply chain coordination to ensure over 500 parts were procured and on-dock per program schedule
- Conducted user experience trials to study customer behaviors and fine tune 5 touchless lavatory components

PRATT & WHITNEY

Repair Design Engineer

Oklahoma City, OK

July 2020 – December 2020

- Authored 5 technical repair procedures to allow for the replacement of unserviceable parts on the F135 jet engine
- Coordinated cross-functional teams to gather technical constraints and requirements while designing repairs
- Prepared new tools for presentation to military customers by running 2 dry runs and correcting tooling procedures
- Inspected 30 individual parts from the F135 engine to qualify damage and determine the parts' serviceability

PROJECTS

PLUTUS RECEIPTS

Co-founder

Champaign, IL / Remote

December 2019 – December 2022

- Developed a mobile Flutter app (iOS and Android) as an MVP using Python, Firebase, and AWS on the back end
- Designed UI/UX for the app considering Material UI and iOS design principles and customer discovery interviews
- Partnered with Eden Reforestation Projects to plant trees around the world as users collect digital receipts

OTHER MOBILE APP DEVELOPMENT

December 2014 – Present

- TimeStack (iOS): Swift + SwiftUI. Using Combine, this app allows user to create and control multiple timers at once.
- LiftLog (iOS): Developed to record workout history and track/display progression. 3rd party visualizations. Swift.
- Space Run (iOS, prev. published): Written in Objective-C, an infinite scrolling game with novel asteroid mechanics
- Final Exam Calc (iOS, prev. published): My first app that was published in 2014 and written in Objective-C

EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

Bachelor of Science in Mechanical Engineering with High Honors

GPA: 3.80/4.00

SKILLS, CERTIFICATIONS, AND INTERESTS

- **Languages:** Swift, Dart, TypeScript, JavaScript, Python, SQL, HTML, CSS, MATLAB
- **Tools/Frameworks:** SwiftUI, Xcode, Flutter, React Native, GitHub, Firebase, Google Cloud, AWS, REST APIs, Expo
- **Certifications:** SAFe 5 Scrum Master (Scaled Agile), Azure Fundamentals (Microsoft)
- **Interests:** Golf, Cooking, Hiking, Fitness, Gaming, Fishing, Basketball, Baseball, Ukulele