

Nicholas Flanders

COMPUTER SCIENCE STUDENT · NORTHEASTERN UNIVERSITY

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Education

Northeastern University

Boston, MA

COLLEGE OF COMPUTER AND INFORMATION SCIENCE

2014 - present

- Candidate for a Bachelor of Science in Computer Science, December 2018 · Mathematics Minor
- GPA: 3.98/4 · Dean's List all semesters · Honors Program · Computer Science Teaching Assistant
- *Relevant coursework:* Object-Oriented Design · Algorithms and Data · Database Design · Software Development · Programming Languages · Theory of Computation · Programming in C++ · Logic and Computation · Discrete Structures · Fundamentals of Computer Science · Calculus 3 · Linear Algebra

Experience

Apple

Sunnyvale, CA

SOFTWARE ENGINEERING INTERN

May - August 2017

- Developed health checking and request routing utilities for the very high-QPS iCloud Edge point-of-presence server network
- Built features for high-performance, highly-concurrent proxy servers on top of the Netty framework
- Developed and executed performance tests for newly-developed transport layer network protocols

Google

Kirkland, WA

SOFTWARE ENGINEERING INTERN

January - April 2017

- Developed a migration and verification tool to transition advertisers to a new DoubleClick Search platform while ensuring no regressions were introduced during the migration
- Implemented a semantic translation tool to convert abstract syntax trees of a dynamically-typed ad templating language to abstract syntax trees of a statically-typed language

Apple

Sunnyvale, CA

SOFTWARE ENGINEERING INTERN

January - August 2016

- Developed back-end web services for a data aggregation and visualization platform for the Apple Maps Eval team
- Created robust, fault-tolerant microservices using Java, Scala, and Python with the QBit, Play, and Flask frameworks
- Developed internal Python libraries and microservices as part of a custom CI/CD pipeline

Albany Engineered Composites

Rochester, NH

SOFTWARE ENGINEERING INTERN

June - August 2015

- Developed, deployed, and maintained an automated test framework and build server in Python and Perl with a GUI for management
- Contributed to the development of proprietary 3D composite material CAD software in C++

Skills

LANGUAGES

- Java, Python, Scala, C++, Derivatives of Lisp
- Experience with Swift, Go, HTML, CSS, and Javascript

SOFTWARE ENGINEERING

- Object-oriented design, functional programming, concurrency

DEVELOPMENT TECHNOLOGIES

- *Databases:* Redis, PostgreSQL, MySQL, Cassandra, MongoDB
- *Web Frameworks:* Netty, Flask, Play, QBit
- *Other:* Git, Gradle, SBT, Unix terminal, Windows Command Prompt
- *Systems:* Linux (Debian, Ubuntu), macOS, Windows, iOS, Android

Projects

PORTAL++

2D portal-style platformer game implemented in C++

POLLDIT

Reddit political sentiment analyzer using Python for natural language processing

HUSKYFY

Crowd-sourced campus Spotify radio Node.js web app with a Python/Tk admin GUI