

Nick Ginther

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EDUCATION

The University of Texas at Austin, Austin, TX

August 2014 – May 2018

Bachelor of Science in Computer Science - 3.54 GPA

EXPERIENCE

Software Engineer – IBM (Austin, TX)

Jun. 2018 – Present

- Led a team of 7 new developers through the process of creating an award winning prototype visual recognition app aimed at assisting users who are deaf or hard of hearing.
- Increased stability of an internal messaging system by creating an easy to use regression test system.
- Contributed to the modernization of IBM Systems Support by implementing solutions using tools like Node.js, CouchDB, React, and Redux.

Software Engineering Intern – ClearBlade (Austin, TX)

Feb. 2018 – Present

- Increased client knowledge and experience by working on a hardware performance testing and visualization framework.
- Ensured repeatability and consistency of tests through systemd and init.d scripts.
- Improved IoT developer experience by working on a bleeding-edge IoT platform.

Software Engineering Intern – athenahealth (Austin, TX)

May 2017 – Aug. 2017

- Improved patient experience by developing a personal-assistant app for scheduling appointments.
- Collaborated with my team to develop my product for the service they were in active development on.
- Ensured build stability by writing unit and integration tests.

Student Developer – University of Texas, McCombs MIST Team

Oct. 2015 – May 2017; Sept. 2017 – Jan. 2018

- Increased developer agility by spearheading a version control and continuous integration implementation.
- Increased product flexibility and mobility by leading the change from a proprietary Salesforce front-end to React.
- Developed and unit tested multiple products for a diverse array of clients within the business school.
- Gained project management skills including: identifying client needs, establishing priorities, managing project scope, overseeing quality assurance testing, and working independently to deliver quality products on time.

Teaching Assistant (CS439: Principles of Computer Systems) - University of Texas

Fall 2016

- Helped students understand the complex systems involved in a toy operating system they're tasked with modifying.
- Reinforced students' learning about the course material through discussion sections and office hours.

PROJECTS

Playlistr: A music database web application (similar to IMDB) that aggregates music data from multiple sources including Spotify, Last.fm, and iTunes and presents it in an intuitive, responsive way.

- **Technologies:** Python, JavaScript ES6, Flask, React, PostgreSQL, GCP

GO-8 (CHIP-8 Emulator): An implementation of the CHIP-8 hardware spec in software. Fully functional and runs most CHIP-8 programs with display and sound output. Uses Go channels to control clock speed and timer frequencies.

- **Technologies:** Go

ORGANIZATIONS & ACTIVITIES

Historian, Capstone Mentor

Lambda Alpha Nu

Aug. 2014 – Dec. 2015; Aug. 2015 – May 2016

A co-ed Computer Science and technology interest fraternity dedicated to creating a close-knit community within the Computer Science department. As historian, I recorded and presented the history of the organization and planned a 65 person retreat each semester. As a Capstone Mentor, I helped set milestones and acted as a technical mentor.

Mentor

CoderDojo

Aug. 2015 – Dec. 2015; Sept. 2016 – Dec. 2016

Mentored kids with an interest in technology and specifically programming 1-2 times a month. Taught and assisted mentees in learning Scratch, Android App Studio, and JavaScript.

SKILLS & COURSES

Languages familiar with: Python, C, Java, JavaScript | **Exposure to:** Rust, R, Go, Bash