# Nicholas Young

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## Education

**University of Washington**                                                        **Sept 2016-March 2021**

- Bachelor of Science in Computer Science and Software Engineering
- Minor in Math, Minor in Informatics

## Relevant Skills

- **Languages/Frameworks**: Kotlin, TypeScript, Java, GraphQL, React, Spring Boot, Swift
- **Software/IDE**: IntelliJ, GitHub, Visual Studio Code, DataDog, Splunk, Xcode

## Experience

**Software Development Engineer, Expedia Group, Seattle, WA**            **August 2021-April 2025**

- Software Development Engineer II (Flights Experience Engineering)            August 2022-April 2025
  - Utilize Kotlin to develop GraphQL APIs that power server-driven UI
  - Utilize React and TypeScript to develop Progressive Web Application for Expedia post-booking experiences
  - Deliver new experiences for users to change and cancel their flights on Expedia.com
  - Lead development of new feature to reduce traveler confusion about expiration dates of airline credits on Expedia.com
  - Lead initiative to enable modifying of Southwest Airline bookings on Expedia.com
  - Create and update tests (unit, functional, visual, E2E, UI automation) using MockK, JUnit, Cypress, Jest, Enzyme, and React Testing Library
  - Create GitHub Actions for flights team's GitHub repositories to automate testing on Pull Requests
  - Utilize A/B testing to release new features
  - Improve and optimize CI/CD using Spinnaker
  - Review team members' Pull Request code and provide feedback
- Software Development Engineer I (Client-Side Engineering Team)            August 2021-August 2022
  - Utilize React, TypeScript, and Next.js to lead updating of internal design token documentation website with new features
  - Develop User Interface Toolkit (UITK) React components used throughout Expedia Group websites
  - Correct bugs in React components to comply with Expedia Group and European accessibility standards and Web Content Accessibility Guidelines
  - Collaborate with product designers to implement products designed in Figma

**Undergraduate Teaching Assistant, University of Washington, WA**        **September 2020-March 2021**

- Grade and provide feedback to 80 students' Unity assignments within 24 hours of due date each week
- Define rubrics to grade assignments which will be used in future iterations of the course
- Communicate with professor daily to coordinate grading and how to improve classes

**Undergraduate Research Assistant, University of Washington, WA**            **July-December 2020**

- Compile list of 100 commonly used Unity mechanics via user research
- Develop sample programs to demonstrate each Unity mechanic
- Create webpage for each mechanic to explain implementation using WebGL builds
- Communicate with professor to coordinate and design each mechanic and webpage

**Software Engineering Intern, Computing for All, Seattle, WA**            **July-Sept 2019**

- Designed and built cloud-based job portal to help bring computer science education to students from all ages and backgrounds
- Developed user interfaces using HTML, CSS, Bootstrap, JavaScript, Azure DevOps, Azure Teams RP, React, and Redux as part of the front-end development team