

Nicholas Young

Mountain View, CA | nick.young698@gmail.com
nick-young.me | github.com/nhyoung | linkedin.com/in/nhyoung

Education

University of Washington

Sept 2016-June 2021

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

Relevant Skills

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

Experience

Member of Technical Staff, Augment Code, Palo Alto, CA

September 2025-Present

- Engineer on Growth and Agent Experience Teams
- Build a customer-facing web application using React, Svelte, TypeScript, and gRPC, enabling users to sign up and manage Augment Code subscriptions.
- Develop AI coding agents as VS Code and IntelliJ extensions using TypeScript, Kotlin, and Svelte, delivering intelligent code generation and automated bug resolution.
- Contribute to AI-powered CLI tool using TypeScript to automate code generation and developer workflows
- Drove end-to-end Growth Engineering efforts, shipping experiments that improved user acquisition, activation, and long-term retention

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
 - 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-December 2020

- Grade and provide feedback to 80 students' Unity assignments within 24 hours of due date each week
- 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, develop sample programs to demonstrate each Unity mechanic, and webpage for each mechanic to explain implementation
- Communicate with professor to coordinate and design each mechanic and webpage