Nick Aversano
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Software Development

nickav.co, Freelance — *Remote*   Fall 2011 - present
  - Built IMGUI library for Playbit OS in C, DX, API design
  - Worked on mobile gaming infra: cross platform API, DX/tooling, v8 engine
  - Ported Brax's physics inference step to C/WASM for AI-agent project (1000x faster)
  - Wrote C/Go OS platform layer for a lightweight Electron-like API (only 6MB)
  - Led React migration and a team of 5+ engineers. Built core project foundation
      and UI system. Wrote Excel-style input parser with syntax highlighting

Gigster, Freelance — *Remote*   Summer 2017 - Summer 2019
  - Built various frontend React websites for startups and fortune 500 companies
  - Lead React dev for Harley-Davidson Ride Planner Web for bikers to plan rides
  - Created MyCanon USA frontend dashboard for users to register their products

Fin, Software Engineer — *San Francisco, CA*   Fall 2016 - Spring 2017
  - Designed and built user-facing Fin Web React chat interface for handling in-bound
      messages and sandboxed images to prevent XSS attacks
  - Worked on Rails backend, built Python email reply-chain filtering library

LinkedIn, Android Developer — *Mountain View, CA*   Summer 2015, Summer 2016
  - Worked on core Android infrastructure, networking and disk cache journaling
  - Created and published shake to report feedback library: shaky-android

Projects

Game Development — *Remote*   Fall 2005 - present
  - Made cross-platform app template in C, custom graphics/UI layer
  - Wrote C single-file header library (github.com/nickav/na)
  - Built native C++ game engine with hot reloading, minimal dependencies (cyan 2020)
  - Started with GameMaker in 2005 and published game with 20k+ plays (Boxes 2009)

Education

Recurse Center — *New York, NY*   Spring 2019
  - Wrote a 2d game engine (C++, OpenGL, SDL and Lua) and React and Redux from scratch

University of Maryland, B.S. Computer Science — *College Park, MD*   December 2015
  - Wrote course content and taught for Intro to Python Course (CMSC198 C/D/E)
  - Design Thinking Coach, Academy for Innovation & Entrepreneurship

Technical Skills

Languages	C/C++, JavaScript/TypeScript, Go, Ruby, Python, SQL, HTML, CSS
Frameworks	OpenGL, DirectX, Metal, React
Systems	Windows, MacOS, Linux
Tools	Sublime Text, Vim, Git

Self-taught with 20+ years of experience