Nick Aversano
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Software Development:

Nick Aversano, Game Development — *Remote*   *Fall 2005 - present*
  - Wrote native C++ game engine with hot reloading, minimal dependencies: cyan 2020
  - Developed Android app that turns pictures into 15-puzzles: Conpuzzled 2012
  - Started with GameMaker in 2005 and published game with 20k+ plays: Boxes 2009

Gigster, Web Developer — *Remote*   *Summer 2017 - Summer 2019*
  - Built frontend React websites for fortune 500 companies
  - Created MyCanon USA frontend dashboard, Canon CV API landing page
  - Co-created Harley-Davidson Ride Planner Web frontend

Fin, Software Engineer — *San Francisco, CA*   *Fall 2016 - Spring 2017*
  - Designed and built Fin Web React chat interface
  - 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 shake to report feedback library: shaky-android

nickav.co, Freelance — *Remote*   *Fall 2011 - present*
  - Created calculator input with syntax highlighting, dynamic evaluation
  - Built Messenger clone with React/GraphQL for real estate startup
  - Developed several e-commerce websites, integrated Stripe API

Education:

Recurse Center — *New York, NY*   *Spring 2019*
  - Wrote 2d game engine using C++, OpenGL, SDL and Lua
  - Wrote CSS flexbox layout engine in C, based on Yoga
  - Wrote React and Redux from scratch

University of Maryland, B.S. Computer Science — *College Park, MD*   *December 2015*
  - Intro to Python Course Development, CMSC198 C/D/E
  - Director of Mentorship, Startup Shell
  - Design Thinking Coach, Academy for Innovation & Entrepreneurship

Technical Skills:

Languages: C/C++, OpenGL, JavaScript, React, Node.JS, GraphQL, SQL, Ruby, Python
Programs: Emacs, Vim, Git, GameMaker, Adobe Premiere, Logic, Sketch