



Software Development:

nickav.co, Freelance – *Remote*

Fall 2011 - present

- Wrote a custom C/Go platform OS layer for creating a lightweight Electron-like API with a 6MB runtime
- Led a React migration project and a team of 5+ engineers. Built out the core project foundation and UI system. Created formula input and parser with syntax highlighting, dynamic evaluation for an ad tech company
- Led a migration to a custom GraphQL/Node.JS server for an event planning startup
- Built Facebook Messenger clone with React/GraphQL for real estate startup
- Developed several e-commerce websites with integrated Stripe API

Gigster, Freelance – *Remote*

Summer 2017 - Summer 2019

- Built various frontend React websites for startups and fortune 500 companies
- Co-created Harley-Davidson Ride Planner Web frontend for bikers to plan rides
- Created MyCanon USA frontend dashboard for users to register their products
- Built React web dashboard for the NSA's CI pipeline to help detect deep fakes

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

- 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

Education:

Recurse Center – *New York, NY*

Spring 2019

- Wrote a custom 2d game engine using C++, OpenGL, SDL and Lua
- Wrote React and Redux from scratch

University of Maryland, B.S. Computer Science – *College Park, MD*

December 2015

- Wrote content and taught for Intro to Python Course Development, CMSC198 C/D/E
- Design Thinking Coach, Academy for Innovation & Entrepreneurship

Technical Skills:

Languages: C/C++, TypeScript/JavaScript, Rust, Go, Ruby, Python, SQL
Tools: Sublime Text, Vim, Git, Windows, MacOS