Nick Aversano

NJ, United States, Earth

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Education

[University of Maryland, B.S. Computer Science – *College Park, MD* **]** — December 2015
- CMNS Dean's List – Fall 2012 - Spring 2014, Spring 2015
- College Park Scholars – Fall 2012 - Spring 2014

   [CMSC198 C/D/E, Course Development **]** — Fall 2015 – present
   - Created the third credit on client/server web-programming for intro to Python course

   [Startup Shell, Director of Mentorship **]** — Fall 2015 – present

   [Academy for Innovation & Entrepreneurship, Design Thinking Coach **]** — Spring 2015 – present

Software Development

[LinkedIn, Android Developer – *Mountain View, CA* **]** — Summer 2015
- Worked on Android infrastructure core including networking and disk cache journaling
- Created shake to report feedback library

[NickAversano.com, Full-Stack Developer – *Allendale, NJ* **]** — Fall 2011 – present
- Developed several e-commerce websites for clients, integrated payment processing with Stripe API
- Mobile responsive design and optimized page speeds

[CBSNews.com, Frontend Developer – *New York, NY* **]** — Summer 2013
- Created the *48 Hours* and *60 Minutes* front pages, and sitemap for desktop and mobile
- Worked on a company-wide replatforming, the Highlander Project

[Terrie O'Connor Realtors, Full-Stack Developer – *Ramsey, NJ* **]** — Summer 2012
- Went from spreadsheet analyst to lead web developer for local realtor
- Overhauled company's public website design, prototyping mockups in Photoshop
- Optimized page speed and enabled instant local searches through hundreds of listings
- Learned UNIX command line and maintained a PostgreSQL database

Game Development

[Conpuzzled, Android App **]** — Fall 2012
- Developed a mobile Android application that turns pictures into puzzles
- Implemented multi-threading and memory management

[Boxes, PC Game **]** — Winter 2009
- Started with GameMaker in 4th grade and published this game that has 20,000+ hits online
- Learned MySQL to create online high-score table to compare players globally

Technical Skills

[Programming Languages – Java, Python, Ruby, HTML/(S)CSS, JavaScript, C#, C/C++, PHP, SQL, Objective-C **]**

[Platforms/Technologies – Vim, Git, Android, Rails, WordPress, Jekyll, Photoshop, Illustrator, Premiere **]**