Nick Greenquist
Computer Science Masters Student

Telephone: (732) 233-1547   **Location**: New York, NY 10009
Email: nickgreenquist@gmail.com   **LinkedIn:** linkedin.com/in/nickgreenquist
GitHub: github.com/nickgreenquist   **Website**: nickgreenquist.com

NG

Education

MS Computer Science, New York University   September 2017 - May 2019
Concentration: Machine Learning

BS Game Design and Development, Rochester Institute of Technology   August 2012 - May 2017
GPA: 3.92 - summa cum laude   **Minor:** Computer Science

Experience

Software Developer Intern, GeekHive   May 2017 - August 2017, Warwick, NY
- Developed a cross platform mobile application for a Fortune 500 company (React Native, Typescript, Redux)
- Worked on an agile team delivering flexible requirements for the client and pushed production level code

Software Developer Intern, eHealth Technologies   August 2015 - May 2016, Rochester, NY
- Lead Developer for a HIPAA sensitive workflow automation tool for the daily sorting and logging process of hundreds of incoming patient medical packages (C#, .NET, SQL)
- Saved the company +$40,000 a year and allowed for scaling without hiring additional employees
- Sole developer for an internal company tool that extracted configurable sections of medical documents (C#)
- Developed a feature selection and bayesian classifier for medical documents (C#, SQL)
- Developed a sentiment analyzer of customer support conversation logs (C#, SQL)
- Assisted in the development of a medical referral web platform (AngularJS and NodeJS)

Financial Director, RIT SAAC   August 2016 - May 2017, Rochester, NY
- Executive position for the Student Athletic Advisory Committee, a Major Student Organization

Ocean Lifeguard, Spring Lake Beach Department   May 2010 - August 2015, Spring Lake, NJ
- Worked on a large team to provide a safe beach environment for thousands of patrons

Skills

Languages	C#, C++, Java, Python, HTML, CSS, Javascript, React Native, Node, SQL
Software	Windows, Unix, Git, Unity, Apache Spark, JIRA, Confluence, Visual Studio
Other	Technical Writing, Agile, Public Speaking

Projects

MultiQuest - multi-quest.herokuapp.com   October 2016 - Present
- Ground up multiplayer mobile web game. Created using HTML5 Canvas. Runs on a Node.js server and is deployed on Heroku. Socket.io is used for multiplayer logic. Redis and MongoDB handle player accounts.

Portfolio Site - nickgreenquist.com   June 2017 - Present
- Built a personal website to showcase my skills, work, information, and a custom interactive 'travel' map.

News Crawler and Classifier- Github Link   September 2017 - Present
- Python web crawler that pulls 2000 articles from numerous rss feeds per day
- Uses sklearn to to run multiple supervised learning classifiers on these articles to find dissimilar categories
- Uses k-means to try and determine if news categories make sense or determine a better number
- Uses minhash and jaccard similarity to test accuracy of k-means clustering

Activities and Awards

NYU Programming Team   2017 - Present

RIT NCAA D3 Wrestling Team   2012 - 2017
- Team Captain, 3x Academic All-American, CoSIDA Academic All-District

RIT Academic Awards
- Excellence in Student Life Award   2017
- Interactive Games and Media Undergraduate Delegate   2017
- Outstanding Undergraduate Scholar   2016
- RIT Public Speaking Champion   2015