

Nick Greenquist

Computer Science Masters Student

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Website: nickgreenquist.com



Education

MS Computer Science, New York University

GPA: NA **Concentration:** Machine Learning

2017 - 2019

BS Game Design and Development, Rochester Institute of Technology

GPA: 3.92 - summa cum laude **Minor:** Computer Science

2012 - 2017

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 production level and 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
- Lead Developer for an internal company tool that extracted 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 (Angular 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

Summers 2010 - 2015, Spring Lake, NJ

- Worked on a large team to provide a safe beach environment for thousands of patrons

Skills

Languages

C#, 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

2016 - Present

- Ground up multiplayer mobile web game. Created using HTML5 Canvas. Runs on a Node.js server and is published 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. Uses Google Analytics to track traffic

RSS Crawler and Classifier - github.com/nickgreenquist/rss_classifier

September 2017

- Python web crawler that pulls 50,000 sentences from numerous rss feeds per day
- Python classifier that classifies the crawled sentences into multiple categories using sklearn

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