

Nick Greenquist

Computer Science Masters Student

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Education	MS Computer Science, New York University GPA: 3.9 Concentration: Machine Learning September 2017 - May 2019
	BS Game Design and Development, Rochester Institute of Technology GPA: 3.92 - summa cum laude Minor: Computer Science August 2012 - May 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 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