

NICK MAK

Front-End Software Engineer | Redmond, WA | nickmak.com
(415) 609-9900 | nicknickmak@gmail.com | LINKEDIN: [nick-l-mak](#) | GITHUB: [nmakucsd](#)

EDUCATION

[University of California, San Diego](#) Bachelor of Science in Computer Science December 2021

TECHNICAL SKILLS

Programming: Typescript, Javascript, HTML5, CSS, C++, C#, Java, Python, Scala

Frameworks/Technologies: React, Jest, Selenium, Node.js, Microsoft Edge Browser Development, FluentUI, JSDoc, i18n, MVC Architecture, Apache Spark, Power BI, Figma, MSAuth, Visual Studio, Kusto Explorer, Azure Data Factory, Unity.

WORK EXPERIENCE

Microsoft, Software Engineer (Bellevue, WA) May 2022 - Present

- ▶ Developing **UI/UX** for a **consumer-facing** e-commerce product from start to release for Bing shopping and Microsoft Edge shopping.
- ▶ Working on products to integrate with Microsoft Edge e-commerce features like Microsoft Wallet, Buy Now Pay Later, address and payment autofill, and coupon finder, with new technologies like language **internationalization** (i18n) and FluentUI.
- ▶ Leading and monitoring an **Edge browser autofill bug fix** that I developed, involving FluentUI components and impacted live projects/products to ensure the solution can be carried out to completion.
- ▶ Implementing **unit testing** with **Jest** for individual components and designing **End-to-End tests** with **Selenium** for multiple connected components in various use cases.
- ▶ Investigating **live metrics** to address daily issues with API failures (shiproom), using **Grafana** and **Kusto Explorer**, in order to inform relevant teams of live issues.
- ▶ Refactoring UI SDK for Xpay Wallet and Payment Solution codebase for shared components. Adding **JSDoc** for easier cross-team onboarding and improving code coverage by 85.2%.
- ▶ Interacting with project manager and designer on **Figma** to understand and provide feedback of UI/UX to execute.

Microsoft, Software Engineering Intern (Remote) June 2021 - September 2021

- ▶ Developed a new dashboard platform for centralizing onboarding data for Bing Ads.
- ▶ Utilized **Apache Spark** for **data mining**, Azure Data Factory for scheduling, and Power BI for **data visualization**.
- ▶ Created high visibility Ads Globalization and **OKR metrics** to demonstrate dashboard.

Toasty, Software Engineering Intern (Remote) January 2020 - April 2020

- ▶ Led the redesign of **UI/UX** for the Event and Discover pages with **Flutter SDK** and prototype framework transition from Figma to Adobe XD.
- ▶ Utilized **GitLab** and continuous integration (**CI/CD**) pipeline for development lifecycle.
- ▶ Increased efficiency of workflow by developing QA tests for GitLab.

Triton XR, Lead Software Developer (University of California, San Diego, CA) November 2019 - February 2021

- ▶ Responsible for website design, and information on the University ASWEB server. tritonxr.ucsd.edu
- ▶ Managing and leading workshops for UCSD students in programming technologies like **Unity** for VR.

TECHNICAL PROJECTS

NICKMAK.COM Website Portfolio, REACT | Typescript | HTML | CSS | Node.js | MongoDB January 2021 - Present

- ▶ Engineered and designed personal website based on video game UI/UX. nickmak.com
- ▶ Integrated Google Chart API and MongoDB CRUD database for personal daily progress tracker.

BulkUP ECommerce App, Project Manager | Software Engineer (Full Stack) September 2020 - January 2021

- ▶ Created a responsive web app to connect restaurateurs with buyers for creating new businesses with dynamic pricing.
- ▶ Led a **scrum** team of 11 students by managing weekly (**Agile**) sprints to deliver use case artifacts and business diagrams.
- ▶ Utilized **React** and **Redux** to design the user interface following an **MVC design** pattern.
- ▶ Implemented **CRUD database** with **MongoDB** for users and products datasets. my-bulkup-app.herokuapp.com (inactive)
- ▶ Included **Auth0 security** with different permissions privileges for admin and general users.