

NICK MAK

Software Engineering | San Francisco, CA | nickmak.com
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Education

University of California, San Diego B.S. in Computer Science - January 2022

Work Experience

TOASTY SOFTWARE ENGINEERING INTERN

January 2020 - April 2020

San Francisco, CA

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

TRITON XR MAIN SOFTWARE DEVELOPER

November 2019 - Present

San Diego, CA

tritonxr.ucsd.edu

- Responsible for web activity, design, and information on the University ASWEB server.
- Reduced website's upload time by 35% through optimizing the site's architecture.
- Managing and leading workshops for UCSD students in programming technologies like **Unity** for **VR**.

Technical Projects

BulkUP Ecommerce App

September 2020 - Present

PROJECT MANAGER | SOFTWARE ENGINEER (FULL STACK)

my-bulkup-app.herokuapp.com

- Created a responsive web app to connect restaurateurs with buyers to optimize creation of 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.
- Included **Auth0 security** with different permissions privileges for admin and general users.

Daily Database Progress Tracker

January 2021 - Present

PERSONAL WEBSITE

nickmak.com

- Creating a **CRUD database** with **MongoDB** to store 10+ fitness and habit datasets to show a user's progress over time.
- Integrating the **Google Chart API** to display progress data for public and private visibility.
- Implementing **Auth0** sign-in to enable admin exclusive write options, keeping public for read only.
- Designed a creative interface to emulate the Valorant video game aesthetics.

Actor Graph Creation from Database

July 2020

INDEPENDENT CLASS PROJECT

- Created an **graph creation** and **traversal algorithm**, based on Dijkstra's, connecting actors through their history of past movies.
 - Based on the "Six Degrees of Kevin Bacon" concept.
- ranked 1st** in the class for runtime successfully implemented with a **dataset of +1,500,000** actor-movie relation inputs.

Animal Meat 3D Visualization

October 2019 - March 2020

INDEPENDENT PROJECT

- Created an educational mobile app that renders animals in 3D where users can isolate different butcher cuts used for food.
- Designed with **Flutter SDK** as the framework and **Unity** as the 3D graphics engine programmed with **C# scripts**.

Languages/Frameworks

Java • Javascript • C/C++ • C#
Flutter • Android Studio
HTML5 • CSS • React • Redux
Node.js • Express • Auth0
Unity • OpenGL • GLSL • Blender
Agile (SCRUM)

Skills/Interests

Full Stack Software Engineering
3D Computer Graphics
Virtual/Augmented Reality Development
Game Development
Video Production
Music Production

Other Leadership Positions

Triton XR • Project Manager
IEEE UCSD • Project Lead
ACM UCSD • Member
FIRST Robotics • Founder/President