

Nick DeMarco

SOFTWARE ENGINEER · AUDIO ENGINEER

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Education

Brown University

Providence, Rhode Island

B.S. IN COMPUTER SCIENCE (3.8)

May 2017

B.A. IN COMPUTER MUSIC AND MULTIMEDIA (3.8)

Experience

Microsoft Corporation

Redmond, Washington

SOFTWARE ENGINEERING INTERN

Summer 2016

- Integrated the *Simba Technologies* SQL Server OLEDB Driver with Excel for OSX.
- Refactored existing Excel-ODBC code to create a general interface for SQL data source connections.
- Decoupled driver invocations from GUI code for greater readability and future extensibility.
- Written in C++ and Objective C, with Cocoa frameworks.

Spotter Parking, Inc.

Providence, Rhode Island

CO-FOUNDER, CHIEF TECHNOLOGY OFFICER

Jan. 2016 - June 2016

- Developed an iOS application to allow users to rent out their unused parking spots and driveways as metered parking.
- Launched a public beta in Providence in May 2016, currently available at <https://itunes.apple.com/us/app/id1111851636>
- Utilized Parse, Heroku, and the Braintree API. Written primarily in Swift 2.

Brown University Computer Science Department

Providence, Rhode Island

TEACHING ASSISTANT : INTRO TO OBJECT ORIENTED PROGRAMMING

Fall 2015

- Held office hours to discuss the fundamentals of OOP and design patterns in the context of Java.
- Redesigned course's final project, Tetris, to teach JavaFX instead of Swing.
- Managed audio-visual setup for lectures.

95.5 WBRU-FM

Providence, Rhode Island

PRODUCTION DIRECTOR, VOICE ACTOR

Jan. 2014 - Feb. 2015

- Managed a team of 20 student production engineers.
- Oversaw production of roughly 10 custom on-air commercials per week for paying advertisers.
- Regularly provided voice acting for clients including Dunkin' Donuts, Scion, and Rhode Island Comic Con.
- Mixed and mastered musical recording sessions for on-air and online release.

Personal Projects

Settlers of Catan Online

[HTTPS://CS032CATAN.HEROKUAPP.COM/](https://CS032CATAN.HEROKUAPP.COM/)

Jan. 2016 - Present

- Built a fully functional emulator for Catan, with support for multiple concurrent games.
- Worked in a team of 4, with a personal focus on networking and web deployment.
- Currently running minimum Heroku deployment, working on 2.0 with GUI updates and change to NoSQL server

Opus

[HTTPS://GITHUB.COM/SDOOMAN/OPUS](https://github.com/sdooman/opus)

Summer 2015

- Awarded \$12,000 stipend through Brown's B-Lab fellowship in innovation and entrepreneurship.
- Developed a prototype iOS Application in 8 weeks.
- Includes functionality for inserting notes on a staff, staff navigation, and audio playback.

Skills & Interests

Programming Languages

Java, C++, Swift, Obj-C, C, Python, Latex, MaxMSP

Tools

Xcode, Eclipse, Git, Vim, GDB, Source Depot, Cocoa, Unix, Arduino, Pro Tools

Interests

Software tools for musicians and artists, Internet of Things, Game Development

Hobbies

Band Member, Drummer (11 years), Guitarist (5 years), Baseball (Pitcher), Billiards