

# NICK MCKENNA

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## VALUES

In a **product**, I strive for user-centered design,  
long-term value, and meaningful identity.

On a **team**, I build strong communication,  
empathy for others, and deliberate execution.

## SKILLS

<i>Leadership</i>	<i>Dev</i>	<i>Design</i>
Communication	iOS	Sketch
Authenticity	OpenGL	Processing
Passion	Python	Illustrator
Positivity	Scala	Photoshop

## IMPACT

### Teaching Assistant

*Computer Graphics, CS123*  
*Computer Systems, CS33*  
*Intro to Computer Science, CS18*

Creating new curriculum and grading student work.  
Leading review sessions and labs, and holding hours.

### Hack@Brown Coordinator

Raised \$15k in sponsorship for event (2016).  
Spearheaded attendee diversification with the first  
weighted applicant lottery for Hackathons (2015).

### Meiklejohn Peer Advisor

*2014/15 + 15/16 academic years*  
Coordinated with faculty to advise new students.

## PASSIONS

<i>Technical</i>
User interface & interaction design
Consumer technologies
<i>Personal</i>
Cooking
Architecture
SciFi

## EDUCATION

B.S. Computer Science, **Brown University** *expected 2017*

Special interest in Human-Computer Interaction and Artificial Intelligence

### *Selected coursework*

User Interfaces and Experience

Graphic Design Studio

@RISD

Managing Industrial Orgs

Software Engineering

Computer Vision

@Edinburgh

Natural Language Processing

@Edinburgh

## INDUSTRY EXPERIENCE

### Yelp, Product Management Intern Reader Experience 2016

Shaped the consumer experience of Yelp.com and Yelp mobile.  
Launched strategic, data-driven user tracking campaign.  
Researched and directed new site-wide feature (unreleased).

### Yelp, Engineering Intern Yelp Reservations for iPad 2015

Built new, research-driven interface for creating reservations,  
allowing hosts to run their restaurant in 1/8th previous time.

## COLLABORATIVE PROJECTS

### *Echo Messaging Team of 3 iOS + Web + Server, 2015*

An experiment in the way ideas move between people via one-way messaging.  
Directed product plan; engineered mobile client; defined project-wide style.

### *StingRay Renderer Team of 3 OpenGL + C++, 2015*

Real-time GPU raytracer that renders scenes with textures, shadows, and reflections.  
Researched alternative GPU storage for scene data; developed GPU render program.

### *Lightning Notes Team of 4 Web + Server, 2015*

Note-taking web app that structures and styles text as you type.  
Directed product plan; engineered text-restructurer for web; lead interface design.

## INDEPENDENT PROJECTS

### nighttime software, founder 2010 - present

### *Beyond 2048: Two to Infinity! ★ 11,000 Downloads iOS, 2014*

Charming reboot of the *Threes!*-inspired game, 2048.

### *wherEverglades iOS, 2014*

Interactive map of environmental and recreational sites in Florida.  
Commissioned by the Everglades Foundation.

### *c.blend iOS, 2012*

Robust color palette designer with real-time complements, export, and more.