## NICK MCKENNA

#### **CONTACT ME:**

nmckenna363@gmail.com (954) 562-5355

#### **FIND ME:**

nmckenna.me linkedin.com/in/nicholas-mckenna

#### **EDUCATION**



#### UNIVERSITY OF EDINBURGH

M.Sc. Artificial Intelligence, Aug 2019 Natural Language Processing Specialism



#### **BROWN UNIVERSITY**

B.Sc. Computer Science, 2017 Core GPA 3.7

#### RESEARCH EXPERIENCE

## **NLP and Cognition Research Blog**

Independent research on representation learning with natural language.

Read it here: <a href="mailto:nmckenna.me/research">nmckenna.me/research</a>

# Brown Computational Cognitive Science Reading Group Summer 2018

Led by Ellie Pavlick. Discussed current papers in representation learning and NLP.

#### PROFESSIONAL EXPERIENCE



#### **TAPTOBOOK** *Product Manager* June 2017 – Aug 2018

- Directed the product roadmap and lead development efforts. As the PM I identified business needs, researched solutions, and prioritized work.
- Transformed the core business model with innovative technologies and user experiences to find product-market fit.
   TapToBook is now nearly profitable.
- Scaled the platform to power national brands including Planet Fitness, Gold's Gym, and Buffalo Wild Wings.



## YELP Product Management Intern Summer 2016

• Planned yelp.com notifications. Experimented with ML Group, growing review highlights engagement by 13%.



## YELP Engineering Intern Summer 2015

• Built research-driven manager for Yelp Reservations, reducing time spent by restaurant hosts by 88%.

## **PROJECTS**

## **Document Summarizer, Python & TensorFlow** 2016

Summarizes documents using a deep convolutional neural network to extract meaningful sentences, based on Google DeepMind paper.

#### **High-Frequency Trading Agent, Java** 2017

Automatic trading algorithm for a simulated market. Traded securities with 14 agents for net-positive, 2nd best outcome in the group.

## StingRay Renderer, OpenGL & C++ 2015

Real-time GPU raytracer that renders interactive 3D scenes using alternative on-device caching to accelerate render time.

**Two to Infinity, iOS** 2014 ☆ 14,000 Downloads

Mobile adaptation of the game 2048. Ranked in Top 100 Strategy Games in US, Canada, and Switzerland.

## **SKILLS**

- Highly analytical and research-oriented
- Proficient in Python, Swift/iOS, C++, Java
- Technical knowledge of machine learning techniques and passionate about deep learning research

#### **IMPACT**

#### **Teaching Assistant, Brown** 2015 – 2017

Hands-on with 570 students over 4 Computer Science courses. Designed curriculum, held office hours and labs, and mentored student projects.

#### Sponsorship Organizer, Hack@Brown

Raised \$45,000 for Brown's hackathon from partners Google, Microsoft, and TwoSigma.