

# NICK MCKENNA

## TECHNICAL PRODUCT MANAGER

nicholas\_mckenna@brown.edu  
nmckenna.me  
954.562.5355

## VALUES

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

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

## SKILLS

Leadership	Dev	Design
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

Mentored new students one-on-one and as a group.  
Coordinated with faculty to best support them (2014-2016).

## INTERESTS

Consumer technologies  
Cooking  
Architecture  
SciFi

## EDUCATION

B.S. Computer Science, **Brown University** *Class of 2017*

Focus in Human-Computer Interaction and Artificial Intelligence

### Selected coursework

User Interfaces and Experience

Graphic Design Studio

@RISD

Deep Learning (grad level)

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, company 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.