

NICK MCKENNA

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TECHNICAL PRODUCT LEADER

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

2014/15 + 15/16 academic years
Mentored new students one-on-one and as a group.
Coordinated with faculty to best support them.

PASSIONS

Technical
User interface & interaction design
Consumer technologies
Personal
Cooking
Architecture
SciFi

EDUCATION

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

Special interest in Human-Computer Interaction and Artificial Intelligence

Selected coursework

User Interfaces and Experience

Graphic Design Studio

@RISD

Managing Industrial Orgs

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.