

NICK MCKENNA

nicholas_mckenna@brown.edu
954.562.5355
nmckenna.me

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

Leadership	Design	Dev
Communication	Sketch	iOS
Authenticity	Processing	OpenGL
Passion	Illustrator	Python
Positivity	Photoshop	Scala

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

Technical

User interface & interaction design
Consumer technologies

Personal

Cooking
Architecture

EDUCATION

Sc.B. Computer Science, **Brown University**

expected 2017

SELECTED COURSEWORK

Software Engineering	CS	32	
Computer Vision and Robotics	INFR	9019	@Edinburgh
Natural Language Processing	INFR	9028	@Edinburgh
Managing Industrial Orgs	ENGN	9	
Graphic Design Studio	GRAPH	3210	@RISD
Visual Art Studio	VISA	100	

INDUSTRY EXPERIENCE

Product Management Intern, Yelp

summer 2016

Working on ReaderX, the consumer experience of Yelp.
Shaping the roadmap with data-driven user research and feature design.

Software Engineering Intern, Yelp

summer 2015

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

COLLABORATIONS

Echo Messaging iOS + Web, 2015

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

StingRay Renderer 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 Web, 2015

Note-taking web app that structures and styles text as you type.
Developed product plan; led interface design; engineered front-end.

INDEPENDENT PROJECTS

nighttime software, founder

2010 - present

Beyond 2048: Two to Infinity! 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.