

NICK MCKENNA

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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

Advised new students at Brown.
Coordinated with faculty to support them.

SKILLS

Development

iOS Development
C/C++, OpenGL + GLSL
Python
Scala
Haskell

Design

Sketch
Illustrator
Photoshop
InDesign
Processing

PASSIONS

Industrial

User interface & interaction design
Programming language design
Consumer tech

Personal

Cooking
Architecture
Creative writing
Sci-Fi

EDUCATION

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

expected 2017

SELECTED COURSEWORK

CS	123	Computer Graphics	
CS	32	Software Engineering	
INFR	09019	Computer Vision and Robotics	@Edinburgh
INFR	09028	Natural Language Processing	@Edinburgh
ENGN	9	Managing Industrial Orgs	
GRAPH	3210	Graphic Design Studio	@RISD
VISA	100	Visual Art Studio	

INDUSTRY

Product Management Intern, Yelp

summer 2016

Working on ReaderX, the consumer experience of Yelp.
Shaping the roadmap: doing 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

Lightning Notes Web + Server, 2015

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

StingRay Renderer OpenGL + C++, 2015

Real-time GPU ray tracer with textures, lighting, shadows, and reflections.
Researched alternative GPU storage for scene data; developed GPU render program.

Echo Messaging iOS + Web, 2015

An experiment in meme propagation through one-way message sharing.
Developed product idea; directed project-wide style; engineered mobile client.

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.
Editor includes color spaces, synchronous color complements, and export.