NICK McKENNA

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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	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

Coordinated with faculty to advise new students.

PASSIONS

Technical

User interface & interaction design
Consumer technologies

Personal

Cooking
Architecture
SciFi

EDUCATION

B.S. Computer Science, Brown University   *expected 2017*

Special interest in Human-Computer Interaction and Artificial Intelligence

Selected coursework

User Interfaces and Experience
Graphic Design Studio   @RISD

Managing Industrial Orgs

Software Engineering
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, 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.