

NICK MCKENNA

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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

| <i>Leadership</i> | <i>Dev</i> | <i>Design</i> |
|-------------------|------------|---------------|
| 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

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.