

NICK MCKENNA

PRODUCT // ENG // DESIGN

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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.

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

Mentored new students one-on-one and as a group.
Coordinated with faculty to support them (2014-2016).

SKILLS

<i>Leadership</i>	<i>Dev</i>	<i>Design</i>
Communication	iOS	Sketch
Authenticity	OpenGL	Processing
Passion	Python	Illustrator
Positivity	Scala	Photoshop

INTERESTS

Consumer technologies
Cooking
Architecture
SciFi

EDUCATION

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

Focus in Human-Computer Interaction and Artificial Intelligence

Selected coursework

User Interfaces and Experience

Graphic Design Studio

@RISD

Deep Learning (grad level)

Computer Vision

@Edinburgh

Natural Language Processing

@Edinburgh

INDUSTRY EXPERIENCE

Yelp, Product Management Intern **Reader Experience** *2016*

Launched an iOS experiment which grew engagement with review highlights by 13%.
Researched and directed new site-wide communication feature for yelp.com.

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.