

# Nicole Martindale

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## EDUCATION

### UC SAN DIEGO

#### MS IN COMPUTER SCIENCE

Expected Dec 2022 | San Diego, CA

#### BS IN COMPUTER SCIENCE

Graduated June 2021 | San Diego, CA

GPA: 3.5

## SKILLS

### PROGRAMMING

Scala • Java • Python • JavaScript

ReactJS • HTML • CSS

MySQL • Google BigQuery

C • C++ • C# • Arduino

### SOFTWARE TOOLS

IntelliJ • Vim • Unix • Git • GDB

XCode • Visual Studio • Figma

## LINKS

Github:// [nikiollie](#)

LinkedIn:// [nicole-martindale](#)

Website: <https://nikiollie.github.io/>

## AWARDS

- 2022 UCSD CSE Graduate Award for Contributions to Diversity
- 2021 & 2019 UCSD CSE Undergrad Award for Excellence in Service/Leadership
- National Center for Women and IT Award - 2017 San Diego Winner
- 2017 SWE San Diego Scholarship Award

## CLUBS

- CSE Diversity, Equity, and Inclusion Committee: Undergrad & Grad Rep
- Women in Computing: Mentor, Competed in Beginner's Coding Competition
- Society of Women Engineers: Mentor for Anita Borg Leadership and Engagement Program (ABLE)

## EXPERIENCE

### TWITTER | SOFTWARE ENGINEER

July 2022 - Nov 2022 | San Francisco, CA

- Helped to implement currency conversion for web purchases, which involved Thrift schema changes, updates to the existing conversion tracking and attribution pipeline, testing, and monitoring
- Improved several APIs used to verify and update Brand Surveys for advertisers
- Externalized various tools related to Brand Surveys and A/B testing that allowed customers/stakeholders to more easily access and use
- Fully migrated 20+ scalding jobs and workflows from building with Pants to Bazel, which included the creation of a Python script to compare configuration files for the jobs (used to help other teams migrate their scalding jobs)

### TECHWOMEN | PROFESSIONAL MENTOR

Sep 2022 - Oct 2022 | San Francisco, CA

- Mentored a woman in STEM from Central Asia who joined my team at Twitter for a 5-week U.S. State Department-sponsored program
- Organized and coordinated her technical project, which involved developing her goals/vision for the program, establishing project checkpoints, and running project update meetings

### TWITTER | SOFTWARE ENGINEERING INTERN

June 2021 - Sep 2021 | San Francisco, CA

- Modified and deprecated several endpoints from internal backend services for Brand Surveys using Scala and Apache Thrift
- Improved overall system design, eased on-call load, increased UI performance and helped latency, and reduced system maintenance cost and redundancy

### QUALCOMM | SOFTWARE ENGINEERING INTERN

June 2020 - Sep 2020 | San Diego, CA

- Designed and developed a web UI with a WSGI server (JavaScript, HTML, CSS, Bootstrap, Flask) to run Python scripts for analyzing crashes and generate/view reports on Connectivity and Stability JIRA issues [WiFi, BT, FM]

June 2019 - Sep 2019 | San Diego, CA

- Implemented C# based parser to decrypt binary packets of information from bin files that greatly improved the manual debugging process for the team
- Developed UI to display parsed info in a sequence diagram and tree view form

## PROJECTS

### ERICA | PRODUCT MANAGER & CONTROLS ENGINEER

March 2022 - June 2022

- Collaborated with stakeholders (emergency medicine physicians) to design a prototype robot that solves relevant issues in the Emergency Department
- Built and programmed a "vending machine on wheels" which autonomously navigated and delivered snacks, water, etc to patients in order to automate low-value tasks for physicians and improve the patient experience
- Used the ROS-based Turtlebot with SLAM, Arduino, Shell Scripting, & Figma

### HOME A PET | PRODUCT MANAGER & SOFTWARE LEAD

Sep 2021 - Dec 2021

- Conducted competitor research and worked with stakeholders to define a product vision & prioritize product features
- Built a web app that takes into account user preferences such as type of pet, pet size, zipcode, etc and returns a list of pets from nearby shelters and adoption agencies that match the user's criteria [ReactJS, Flask, Python, MongoDB]