

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 • C# • JavaScript
MySQL • C • C++ • HTML • CSS
Google BigQuery

SOFTWARE TOOLS

IntelliJ • Vim • Unix • Git • GDB
XCode • Visual Studio

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 maintenance cost and redundancy of internal system

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 Audio Processing team
- Developed UI to display parsed info in a sequence diagram and tree view form

PROJECTS

HOME A PET | PRODUCT MANAGER & SOFTWARE LEAD

Sep 2022 - Dec 2022

- 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]

GASUP APP | SOFTWARE DEV LEAD

April 2019 - June 2019

- Built a React Native mobile app which takes into account distance, current amount of gas, cost, gas station preference, and car type in order to select the most cost-efficient gas station
- Used React Native, Firebase, Flask, Selenium, and AWS EC2 to develop this app