

Nikolas Chaconas

(925) 783-4497

nikolas_chaconas@engineering.ucsb.edu

www.nikolaschaconas.com

www.github.com/nikolasjchaconas

Education

University of California, Santa Barbara: College of Engineering

- Masters of Science in Computer Science

Santa Barbara, CA

Expected Graduation June 2017

University of California, Santa Barbara: College of Engineering

- Bachelor of Science in Computer Science
- Undergraduate GPA: 3.72

Santa Barbara, CA

Graduated June 2016

College of Engineering Honors Program

- Admission granted to those who complete required community service hours while maintaining minimum 3.5 GPA.

Feb 2014 – Present

Dean's Honors

Fall 2012/2013/2014

Winter 2014/2015

- Awarded for exceeding a 3.75 GPA during a quarter at UCSB

Projects

Medley Music App

Goleta, CA *Apr 2016 - Jun 2016*

- Worked with team to create an iOS app in which a user can create rooms and invite friends via a unique room code to begin chatting and watching synchronized videos with each other.
- Used NinjaMock for project mockup, Xcode for development, Firebase for our database, and Trello for workflow.

Swarming FTP Client

Goleta, CA *Jan 2015 - Feb 2015*

- Created FTP Client in C with capability of multithreaded swarming downloads
- With swarming flag set, user can download file from multiple servers simultaneously, with the option of downloading in increments of n bytes.
- N-bytes option allows faster servers to download more segments of file, for an overall faster download speed

FoodFinder Application

Goleta, CA *Sep 2015 - Dec 2015*

- Worked with team to develop a web application to find local food deals.
- Implemented with Ruby on Rails using MVC architecture, bootstrap primarily used for front-end and MySQL for backend.
- Used Pivotal Tracker for workflow management, Slack for communication, git for version control, and AWS and Tsung for project deployment and load testing, respectively.
- Employed optimization techniques such as caching, pagination, and horizontal/vertical scaling to achieve scalability.

Work Experience

Software Engineering Intern at Graphiq Inc.

Summerland, CA *Mar 2016 – Sep 2016*

- Created multiple data visualization templates using d3 and javascript to be used by researchers and journalists.
- Most intensive visualization was a fully customizable template, which mapped data keys to paths and elements on any SVG with a reactjs dropdown to preview and interact with the SVG - this project was used anywhere from custom sports visualizations to human body representations and building floor plans.
- Created serverless image generation and optimization microservice using headless web browser on AWS Lambda for Graphiq visualizations along with scripts using aws-cli to automate testing and deployment.

Technical Skills

- Software Knowledge - Microsoft Windows, Mac OS, Linux (Fedora, Ubuntu, Kali), Microsoft Word/Excel/PowerPoint
- Programming Language Knowledge - C, C++, Git, Python, Java, Javascript, Ruby on Rails, Bash, HTML, CSS

Extracurricular Activities

President of Student-run A Cappella group (Naked Voices)

Goleta, CA *Sep 2012 - Present*

- Manage communication with clients for performances, facilitate fundraising for group, complete paperwork for performing at events, schedule rehearsals.

Medical Music

Goleta, CA *Dec 2012 - Jun 2014*

- Beginning member of a volunteer musical therapy group which performs for residents of local convalescent homes

Other Skills

- Proficient in spoken and written Spanish