

NICK MAK

Software Engineering | San Diego, CA
415-609-9900 | nmak@ucsd.edu | LinkedIn: nick-l-mak | GitHub: nmakucsd

Education

University of California, San Diego | B.S. in Computer Science - December 2021

Work Experience

TOASTY | SOFTWARE ENGINEERING INTERN | 1/20 - 4/20 | San Francisco, CA

- Lead the redesign of the Toasty mobile application UI/UX for the Event and Discover pages with Flutter SDK.
- Improved upon original wireframe prototypes and designs mocked in Adobe XD and Figma.
- Utilized GitLab as version control for development lifecycle.

ROBOLINK | ROBOTICS INSTRUCTOR | 11/19 - 5/20 | San Francisco, CA

- Restored a struggling team's qualification to compete by guiding them to rebuild robot in only five lessons.
- Educated 10+ students (8-13 years of age) in fundamentals of practical robotics programming, engineering, and competition
- Programmed in VEX IQ programming language (RobotC) and Arduino based software for Rokit Smart.
- Coached and mentored students for competitive strategy development.

FIRST ROBOTICS TEAM | FOUNDER, MENTOR | 8/14 - 12/17 | San Francisco, CA | www.team5700.org

- Founded robotics team of 50+ members and raised \$50,000+ to provide STEM education for the underfunded arts-oriented high school.
- Competed in Regionals and International Championships with award winning, JAVA programmed 120lb. Robots.
- Obtained annual sponsorships 22+ companies including Google, Amazon, Qualcomm, and NVIDIA
- Provided STEM education in Mechanical Engineering, Computer programming, electrical engineering, through the year-long process of the robotics competition program.

Technical Projects

3D ANIMAL-MEAT VISUALIZER APP (KISS MY ROUND) | FLUTTER, BLENDER, UNITY3D, PHOTOSHOP

INDEPENDENT PROJECT

- Creating a native mobile app to visualize 3D models of cuts of meats in animals on both iOS and Android
- Using Flutter SDK for UI/UX and Adobe XD for Wireframing.
- 3D Sculpting over 70 models of meat cut sections with Blender.
- Incorporating Unity3D as engine for visualization of 3D graphics.
- Designing 2D vector graphics and images with Photoshop.

ACTOR GRAPH CREATION FROM DATABASE | C++

CLASS PROJECT (SOLO)

- Created an algorithm for creating a graph connecting actors through their history of past movies.
 - Based on the "Six Degrees of Kevin Bacon" concept.
- Successfully implemented with over 1,500,000 actor-movie relation inputs.
- Ranked 5/87 in the class for runtime with an extensively large database.

BLENDER RENDERING PROJECTS | BLENDER

INDEPENDENT PROJECT

- Continuing to create over 10 animations from Blender in order to learn 3D sculpting, animation, and graphic design

Languages/Skills

Java • C/C++ • C#
Flutter
HTML • CSS • Javascript
TypeScript • Angular • Node.js
MIPS • Verilog • Arduino
Agile (SCRUM)

Hobbies + Interests

App Development • Web Development
Computer Graphics • Game Development
Video Production • Music Production

Other Leadership Positions

Triton XR • Project Manager
IEEE UCSD • Project Lead
ACM UCSD • Member
FIRST Robotics • Founder/President
Associate Student Body