

# Nicholas Rebhun

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## Education

### CSU East Bay

*B.S., Computer Science*

**Hayward, CA**

*August 2013 - December 2015*

### College of the Canyons

*Transfer Credits*

**Valencia, CA**

*August 2008 - June 2013*

- (August 2008 - June 2010) Simultaneously attended Academy of the Canyons Middle College High School, graduated with High School Diploma

## Experience

### Apple Inc.

*Family Room Specialist*

**Santa Monica, CA**

*February 2015–Present*

### Apple Inc.

*Red Zone Specialist*

**Berkeley, CA**

*September 2014–February 2015*

- (January 2015) Provided Lecture on Introductory Computer Science
- (May 2015) Apple Certified Mobile Technician
- (May - September 2015) Family Room Career Experience
- (December 2015) Facilitated Hour of Code event

### Tic Toc Games

*Production Assistant*

**North Hollywood, CA**

*July 2012–September 2012*

- Quality Assurance for iOS title, "Monster High: Finders Creepers"
- Quality Assurance for two additional unreleased mobile titles

### Tic Toc Games

*Production Assistant*

**Santa Clarita, CA**

*October 2011–January 2012*

- Quality Assurance and Level Design for iOS/Android title, "Lyric Legend 2"
- Quality Assurance for iOS/Android title, "Dance Legend"

## Projects

**nrebhun/AdventureAssistant**: Utility to make fine details of table-top RPGs such as D&D more pleasant

**nrebhun/RMPScrape**: Research project focused on Machine Learning and Natural Language Processing

**nrebhun/Earth-Krethys**: Submission for Ludum Dare 30, a 72-hour public game jam

**nrebhun/fPrime**: Physics-based Arcade-style game, written in C# with the Unity engine

**nrebhun/Gamegame**: Text-based adventure game utilized to learn C++ elements

**FredericJacobs/LivePort-iOS**: Submission for Hack For Change 2012

## Coding Skills

**Web**: HTML5, CSS, JavaScript

**Mobile**: iOS

**Compiled**: Java, C++, C#, C

**Scripting**: Bash, Python, Racket, Lua

**Mechatronics**: Arduino

**Learning**: Swift, Rust, SQL, React, Node