Nicholas Rebhun

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 nrebhun •   nrebhun

Experience

Dun & Bradstreet   **Malibu, CA**
Software Engineer I, Automation   *June 2016 – Present*
- (September 2016) Formally offered position on the Automation team
- (June 2016) Automation Engineering Internship

Apple Inc.   **Berkeley & Santa Monica, CA**
Specialist   *September 2014 – June 2016*
- (February 2016) Transferred to flagship store, promoted to technician
- (December 2015) Facilitated Hour of Code event
- (January 2015) Provided Lecture on Introductory Computer Science

Tic Toc Games   **Santa Clarita & North Hollywood, CA**
Production Assistant   *October 2011 – September 2012*
- Quality Assurance for iOS title, "Monster High: Finders Creepers"
- Quality Assurance and Level Design for iOS/Android title, "Lyric Legend 2"
- Quality Assurance for iOS/Android title, "Dance Legend"
- Quality Assurance for two additional unreleased mobile titles

Education

CSU East Bay   **Hayward, CA**
B.S., Computer Science   *August 2013 – June 2016*
College of the Canyons   **Valencia, CA**
Transfer Credits   *August 2008 – June 2013*
- (August 2008 - June 2010) Simultaneously attended Academy of the Canyons Middle College High School, graduated with High School Diploma

Projects

nrebhun/FileSponge: A tool to help keep similar projects DRY

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

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

Coding Skills

Web: HTML5, CSS, ES6, PHP   **Mobile**: iOS
Compiled: Java, C++, C#, C   **Scripting**: Bash, Python, Racket, Lua
Mechatronics: Arduino   **Learning**: Swift, Go, SQL, React, Node