

Nicholas Rebhun

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Experience

Dun & Bradstreet

Software Engineer I

Malibu, CA

June 2016 – Present

- Collaborated with cross-functional teams to design and implement a multi-project, single-codebase repository, deduplicating large quantities of code
 - Initiated architectural transition for creating a monolithic project
 - Designed and implemented supporting Continuous Integration infrastructure, using technologies such as SaltStack & Jenkins
 - Trained Automation and Web Dev teams on use and maintenance of new Continuous Integration infrastructure
- Implemented an acceptance testing framework for a project with no existing test coverage
- Implemented a SLIM 3 API layer to integrate an internal tool with JIRA
- Developed a specialized Jenkins agent for handling new jobs in the Continuous Integration process
- Began full-stack web development on a ReactJS product

Apple Inc.

Genius Bar Technician

Berkeley & Santa Monica, CA

September 2014 – June 2016

- Triaged, diagnosed, and offered solutions or light technical education for dozens of people daily

Tic Toc Games

Production Assistant

Santa Clarita & North Hollywood, CA

October 2011 – September 2012

- Quality Assurance for several iOS and Android titles

Education

CSU East Bay

B.S., Computer Science

Hayward, CA

June 2016

Projects

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

nrebhun/AdventureAssistant: Utility to simplify data management for table-top RPGs such as D&D

nrebhun/RMPScrape: Research project focused on Machine Learning & 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: ES6, PHP, HTML, CSS

Scripting: Bash, Zshell, Python, Lua

Compiled: Java, Groovy, C#, C++, C

Learning: Swift, Go, SQL, React