

# Nick Tiller

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<b>Experience</b>	<b>Software Developer</b>	June 2011 - Present
	<i>Uncorked Studios, Portland, Oregon</i>	
	All-around developer, with an emphasis on mobile development. Worked on full and mobile websites, Android applications, and a JQuery extension.	
	Projects worked on included Safecast, an international project working to increase awareness of radiation levels in Japan by mapping and displaying radiation readings; an experimental mobile 3D mapping application for a major ad-agency; and Uncorked Studios' FlareMail app, for which I was the sole Android developer.	
	<b>Graduate Teaching Fellow</b>	September 2011 - Current
	<i>University of Oregon, Eugene, Oregon</i>	
	Lead weekly lab sessions for 100-level courses in web development. Assist students in understanding HTML and Javascript.	
	<b>Graduate Research Fellow</b>	December 2010 - June 2011
	<i>University of Oregon, Eugene, Oregon</i>	
	Examined current techniques used by spammers on Twitter in order to find a correlation between key classifiers and probabilities of spam users. Work was done entirely in C++ and Python using existing Twitter APIs.	
	<b>Software Developer</b>	October 2009 - September 2010
	<i>Safetec Compliance Systems, Inc., Vancouver, Washington</i>	
	Developed and maintained websites for customers, internal applications, and legacy applications.	
	<b>Research Fellow</b>	May 2007 - August 2007
	<i>Rogers Research Program, Lewis &amp; Clark College, Portland, Oregon</i>	
	Wrote and developed programs as the sole developer that read and evaluated haplotypes, in search of Single Nucleotide Polymorphisms for statistical research under Professor Yung-Pin Chen.	
<b>Education</b>	<b>B.A. Computer Science &amp; Mathematics</b>	September 2005 - May 2009
	Lewis & Clark College, Portland, Oregon Major GPA: 3.47	
	<b>M.S. Computer and Information Science</b>	September 2010 - June 2012
	University of Oregon, Eugene, Oregon GPA: 3.62	
<b>Courses</b>	Distributed Systems Structure of Programming Languages Artificial Intelligence Probabilistic Methods in Artificial Intelligence	Machine Learning Computer Graphics Computer Architecture Theory of Computation
<b>Skills</b>	<b>Proficient with:</b>	C, C++, Java, JavaScript (including JQuery), SQL, UNIX, web technologies (HTML + CSS + web frameworks)
	<b>Experience with:</b>	C++, Android development, VB.NET, Python
	<b>Technologies:</b>	GIT, SVN, Microsoft Visual Studio, Eclipse, ADB, gdb, Aptana Studio, Emacs, Vim, JSON, XML, $\LaTeX$