Nicholas Tahernia

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EDUCATION

University of California, San Diego La Jolla, CA
Bachelor of Science in Mathematics - Computer Science *Sep. 2018 – Dec. 2021*
GPA: 3.611, Provost Honors (6x)
Relevant Coursework: Advanced Data Structures, Design and Analysis of Algorithms, Software Engineering, Programming Languages: Principles and Paradigms, Theory of Computability, Components and Design Techniques for Digital System & Laboratory, Software Tools and Techniques, Operating Systems, Enumerative Combinatorics

EXPERIENCE

Software Engineer Mar. 2022 – Present
Google *Mountain View, CA*
- Worked under the YouTube organization.

Software Development Engineer Intern June 2021 – Sep. 2021
Amazon *Seattle, WA*
- Worked on the Amazon Advertisement Infrastructure team involved in internal advertisement tools.
- Full stack project which used TypeScript, React, Java, and AWS to develop an internal UI Tool that streamlined multiple API calls, allowing for easy access through a GUI portal done over the course of 10 weeks.

Innovation Team Intern June 2020 – Aug. 2020
Perspecta *San Diego, CA*
- Worked on the Innovation Team and supported proof-of-concept designs utilizing AWS and Python.
- Built an AI chatbot through AWS Lex and Lambda which assisted the city of San Diego with password resets.

Automation and Test Engineer Intern June 2019 – Sep. 2019
Daybreak Game Company *Poway, CA*
- Worked as a member of the Quality Engineering team and the Quality Assurance team, designed and implemented core engine test code for a multitude of containers, data structures, and functions utilizing GTest and C++.
- Documented and helped resolve a substantial amounts of bugs through manual testing and automated test suites.

PROJECTS

Bullet Journal | *JavaScript, IndexedDB, HTML, CSS* Mar. 2021 – June 2021
- Architect and Team Co-Lead of a team of 8 people, designed and worked as a full-stack engineer for a bullet journal application. Link: https://cse110-sp21-group5.github.io/cse110-sp21-group5/source/
- Implemented with JavaScript and IndexedDB for entry storage with HTML and CSS for the design of the journal.

One Fateful Night in Quarantine | *Python, Ren'Py* Apr. 2020
- Interactive visual novel game developed as a solo project portraying the theme of the pandemic using Python and Ren'Py engine with open source assets and music. Link: https://ntaherni.itch.io/one-fateful-night-in-quarantine

MakeUp BreakUp | *Unity, C#, Adobe* Feb. 2020
- A mobile game developed using Unity, working with 2 programmers to incorporate music, gameplay, visuals, etc.
- Designed multiple aspects including the physics and player interface, implemented the main playstyle of the game in C# with tilting controls utilizing phone positioning and Unity's phone gyro-sensing functionalities.

TECHNICAL SKILLS

Languages: Java, C#, Python, C++, C, JavaScript, TypeScript, HTML/CSS, Haskell, ARM, SystemVerilog
Technologies: React, Node.js, JUnit, Mockito, GTest, Lex, Lambda, Unreal Engine, Unity, RenPy, RPGMaker MV
Developer Tools: Visual Studio, VSCode, IntelliJ, Git, Perforce, Jira, GitHub/GitLab, Eclipse, Docker, Kubernetes
Soft Skills: Teamwork and leadership experience, openness to learning and adapting to new languages and technology.