

Christopher Nivera

6 Crocus Drive, Holmdel, NJ 07733 • 908-902-9557 • christopher.nivera@gmail.com

<https://www.chrisnivera.com>

Education

Brown University

Providence, RI | Expected Graduation May 2021

A.B. in **Computer Science** with a focus on Software Engineering and Design. **GPA: 3.87/4.0**

Relevant Courses: Software Engineering, User Interfaces & User Experiences, Algorithms and Data Structures, Machine Learning, Computer Systems, Statistical Inference

Technical Experience

Medinas Health, Software Engineering Intern

Berkeley, CA | June 2020 - August 2020

- Built a platform that automatically detects and extracts relevant product information from a set of photos using the Google Vision API, allowing Medinas researchers to more quickly classify the specifications of incoming medical equipment
- Developed the platform starting from initial brainstorming and system design to final implementation, utilizing React, Java, Spring, and MongoDB
- Worked closely with Medinas researchers to test the platform and identify ways to improve user experience

Brown University, Teaching Assistant

Providence, RI | September 2019 - December 2019

- Coordinated with 12 other teaching assistants and Prof. Jeff Huang to oversee CSCI1300 (User Interfaces and User Experience), a class of 270 students
- Overhauled and led labs intended to familiarize students with Figma, Adobe XD, and HTML/CSS
- Redesigned A/B Testing and Iterative Design projects, giving students the opportunity to work through statistical analysis of data, eye tracking, user testing, and the full UI/UX design process
- Held weekly office hours to mentor students and assist them in understanding new concepts

Projects

Stopwatch

June 2019 - August 2019

- Created a voice-controlled Discord bot used to help players track usage of spells in the game "League of Legends", allowing for a more streamlined player experience
- Engineered the bot's voice recognition and analysis capability with Google's Dialogflow API and integrated live game/player data using the Riot Games API
- Programmed the bot using Java and JavaScript

Flex Calendar

January 2019 - April 2019

- Established SQL database structures to store user data for a calendar that automatically optimizes a user's schedule and presents the user with times to complete their to-do list
- Collaborated with three other Brown University students over a four-month period, starting from initial idea brainstorming to final product development

Skills and Interests

- **Coding:** Java, React, HTML, CSS, JavaScript
- **Software:** Adobe XD, Figma, InVision, Balsamiq
- **Interests:** Creating music, playing video games, experimenting with new cooking recipes during quarantine!