Nolan Smith

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Experience

NuID

2017-2022

Brooklyn, NY

Founding engineer for a cloud-native Authentication-as-a-Service product based on zero knowledge proofs

- + Designed and implemented a public authentication API and web-based developer portal based on Clojure and ClojureScript, Datomic, Reagent (React), Terraform, and AWS (Lambda, EC2, S3, Dynamo).
- + Developed technical proficiency in web standards, frameworks, and fundamentals, cloud architecture, and infrastructure-as-code.
- + Led small, distributed teams across engineering, product development (API design, UI/UX), and branding.
- + Granted US 10880089, 11496310 for work on authentication method.

Microsoft

2015-2017

Redmond, WA

Data Scientist responsible for developing production infrastructure, tooling, and ML models for C-suite reporting

- + Developed pipelines analyzing terabytes of data in architectures similar to Hadoop and Spark.
- + Implemented a compiler and toolchain in F# to improve metric accuracy and reliability, returning dozens of hours each week across the team.
- + Presented results to directors and large audiences.

Rustici Software

2013-2015

Nashville,

Software engineer developing standards-based e-Learning solutions (SCORM, xAPI)

- + Developed browser libraries, plugins, and UIs for e-Learning APIs.
- + Contributed to development and propagation of broadly utilized software standards; "radicalized in stewardship."

Education

Vanderbilt

University

M.S. Computer Science — GPA: 4.0+ Thesis: Composable Asynchronous Pipelines

2011-2015

Nashville, TN **B.S. Computer Science** — GPA: 3.83 + Completed B.S. and M.S. in 4 years

Minor in Art — GPA: 4.0

+ Focus on drawing and printmaking

Skills

	LyneScript
 	Clj/Cljs
 Visual	Terraform
 Interpersonal	AWS
 UI/UX	C
 Tooling	Rust
	Erlang
	Haskell

References

J.D. Hollis — jd@theconsultingcto.com

+ Collaborator on infrastructure at NuID

Pallavi Baral — pabaral@microsoft.com

+ Manager and team lead at Microsoft

Additional references available upon request.

Interests

- + Hiking
- + Printmaking
- + Programming Languages
- + Game Design
- + Mereology
- + Music