Nick Cummings

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EXPERIENCE

Zapier, Portland, Oregon

Software Engineering Lead · August 2020 – Present

• Lead engineer of Support Systems Engineering, which builds and maintains essential internal and user-facing tools and services to enable customer support
• Manage a team of full-stack engineers as well as our annual roadmap and OKRs

Freelance, Portland, Oregon

Independent Game Developer · February 2014 – Present
Software Engineer (volunteer), Helping Hands · April 2020 – July 2020
Part-time Faculty, Portland Community College · August 2019 – February 2020

• Director of *Trash the Planet*, a narrative strategy game; lead a small creative team
• Developed ten new courses in programming and arts as a curriculum designer for Portland Community College's creative coding and game development programs

Instrument, Portland, Oregon

Senior Developer · November 2018 – August 2019

• Designed and developed key systems in two Unity VR apps for the NBA and NFL
• Worked with clients and directors to plan, build, and ship native and web-based technical projects
• Mentored junior and mid-level developers in code standards and documentation

Squarespace, Portland, Oregon

Software Engineer · November 2017 – November 2018
Support Tools Developer · June 2016 – November 2017
Design & Development Specialist · February 2015 – June 2016

• Developed internal business apps that enabled teams to serve millions of customers
• Co-created and taught Code Camp, a six-week bootcamp teaching first-time programmers how to develop full-stack web applications

Facebook, Austin, Texas

User Operations Specialist · September 2012 – September 2013
User Operations Analyst · March 2011 – September 2012

• Developed automated systems to find and remove millions of fake accounts
• Improved account memorialization process with data analysis and user interviews
• Wrote and maintained a large library of high-traffic Help Center guides

EDUCATION

University of Oregon, Eugene, Oregon — *B.A., Journalism*
Robert D. Clark Honors College, Eugene, Oregon

September 2004 – June 2008

• B.A., Journalism; minors, Digital Arts and Communication Studies
• Thesis: *The Uses and Gratifications of Communication in Virtual Spaces*

SKILLS

Unity game/app development

VR and AR app development

Full-stack web app design and development

Technical project management

Narrative and systems-driven game design

2D and 3D asset creation and animation

Teaching, mentorship, speaking

LANGUAGES & FRAMEWORKS

C# – Unity

JavaScript – React/Redux, Vue.js, Node.js, TypeScript

Python – Django, Flask

Databases – PostgreSQL, MongoDB

Deployment – Docker, Kubernetes, Bamboo, GitHub

TOOLS & METHODOLOGIES

Project Management — Agile & Scrum, Jira, Trello, Asana

Narrative Design — Twine, Fungus, Ink

Art Asset Creation — Adobe Creative Suite, Blender

Visual Design — Sketch, Figma

Music — GarageBand, Logic

Analytics – Unity, Google