

# Nick Cummings *he/him/his*

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## EXPERIENCE

### Zapier, Portland, Oregon (Remote)

**Support Systems Engineering Lead** • August 2020 – Present

- Lead engineer of Support Systems Engineering, which builds and maintains essential internal and user-facing tools and services for customer support
- Manage a team of full-stack engineers; responsible for team roadmap and goals

### 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

- Co-developed *Trash the Planet*, a narrative resource-management game
- Developed ten new courses in programming and arts as a curriculum designer for Portland Community College's creative coding and game development programs
- Provided freelance design and project management support for local game studios
- Frontend developer for Helping Hands, a nonprofit COVID-19 support network

### 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 web applications
- 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

## 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, GitHub, GitLab

## TOOLS & METHODOLOGIES

Art Asset Creation — Adobe Creative Suite, Blender

Visual Design — Sketch, Figma

Narrative Design — Twine, Fungus, Ink

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

Music — GarageBand, Logic

Analytics — Unity, Google