

# Nick Cummings

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## SUMMARY

Experienced and versatile applications developer and interactive designer recognized for a strategic and adaptable problem-solving approach

## PROFESSIONAL EXPERIENCE

**Instrument**, Portland, Oregon..... *November 2018-Present*

### Senior Developer

- Designed, developed, and implemented key systems in several virtual-reality apps for major content providers

**Squarespace**, Portland, Oregon..... *February 2015-November 2018*

**Software Engineer, Internal Engineering**..... *November 2017-November 2018*

**Support Tools Developer, Internal Operations**..... *June 2016-November 2017*

**Design & Development Specialist**..... *February 2015-June 2016*

- Develop apps that empower our Customer Operations and Finance teams to serve millions of customers efficiently
- Founding member, Customer Operations Engineering, a new team that builds and improves support tools and systems
- Co-founder, Internal Operations team; established code standards, design patterns, and review/deploy processes
- Co-created and taught Code Camp, a six-week bootcamp teaching beginners how to develop full-stack web applications

**Independent Game Developer**, Portland, Oregon & Seattle, Washington..... *February 2014-Present*

- Designed, developed, and shipped more than a dozen games independently and within small teams
- Frequent competitor in time-limited “game jam” competitions; earned top accolades for tone and narrative

**Nintendo of America**, Redmond, Washington..... *December 2013-February 2014*

### Marketing Production Coordinator (contract)

- Streamlined newsletter deployment process; researched and developed eShop sale strategies to increase conversion

**Facebook**, Austin, Texas..... *March 2011-September 2013*

**Specialist, User Operations**..... *September 2012-September 2013*

**Analyst, User Operations**..... *March 2011-August 2012*

- Responsible for ensuring user safety and efficient, equitable policy enforcement while navigating massive user growth, from 600 million to 1.2 billion users, without increasing team size or issue resolution time
- Developed routing algorithms to automatically resolve tens of thousands of user-reported issues daily
- Conducted user studies to help design a proactive and transparent memorialization system for deceased users
- Created key data pipelines by automating SQL queries that helped steer the team’s roadmap
- Wrote and maintained a library of public-facing Help Center guides, garnering 100k+ views per day

**Silicon Sasquatch**, Portland, Oregon..... *December 2008-Present*

### Editor in Chief

- Wrote and edited 600 articles and produced more than 60 podcast episodes on the cultural impact of games

## EDUCATION

**University of Oregon School of Journalism and Communication**, Eugene, Oregon

B.A., Magazine Journalism; Minors, Digital Arts and Communication Studies..... *September 2004-June 2008*

**Robert D. Clark Honors College, University of Oregon**, Eugene, Oregon

Thesis: *The Uses and Gratifications of Communication in Virtual Spaces*..... *September 2004-June 2008*

## SKILLS

### Software Development

- Full-stack web app development with modern frameworks (e.g., React/Redux, Vue, Postgres, Elasticsearch, etc.)
- Game and VR design and development in Unity/C#, including sound/music and 2D/3D asset creation/animation