Devin Nicholson
SOFTWARE DEVELOPMENT ENGINEER

✉ devinnicholson@icloud.com | ⬡ devinnicholson

Education

California Polytechnic State University, San Luis Obispo   *San Luis Obispo, CA*

B.S. IN SOFTWARE ENGINEERING   *Sep 2014 - Dec 2018*

- **Coursework:** Data Structures, Algorithms, Databases, Systems Programming, Operating Systems, UI Design and Development, Artificial Intelligence, Data Science, Computer Organization, Computer Security, Combinatorics

Work Experience

Bill.com   *Remote, CA*

FULL STACK ENGINEER (WEB), GROWTH   *July 2022 - Present*

- Currently onboarding! Will update as I finish up projects :)

MarkLogic   *San Carlos, CA*

SOFTWARE DEVELOPMENT ENGINEER (FULL STACK)   *Nov 2020 - Feb 2022*

- Collaborated with internal teams to develop MarkLogic Datahub: pair programming + design and code reviews.
- Developed reusable React components for highly interactive and accessible user experience.
- Built a backend service for querying data, bulk data ingestion, schema modeling, and data post-processing.
- Wrote reusable unit tests for the frontend and backend to ensure code quality and prevent bugs.

PERFORMANCE ENGINEER   *Feb 2019 - Nov 2020*

- Increased developer productivity by automating full scale data modeling and performance testing of representative workloads, helping diagnose and address customer issues 5x faster.
- Worked on detecting performance bottlenecks for AWS and Azure using Marklogic-as-a-Service.
- Developed benchmarking applications and analyzed benchmarking results to recommend improvements.
- Created scalable and reusable backend and UI performance tests using JMeter and Puppeteer.
- Wrote the public documentation for MarkLogic Server on Azure.
- Contributed to MarkLogic Server-Side JavaScript and XQuery API documentation.

SOFTWARE ENGINEERING / PERFORMANCE ENGINEERING INTERN   *Jun 2017 - Dec 2018*

Computer Science Department   *San Luis Obispo, CA*

TEACHING ASSISTANT, iOS MOBILE APPLICATION DEVELOPMENT   *Apr 2018 - Jun 2018*

Boeing   *San Luis Obispo, CA*

SOFTWARE ENGINEERING / QA INTERN   *Apr 2016 - Jan 2017*

Skills

Software Engineering

- Professional experience using Java, Bash, JavaScript, Python, React, Jenkins, Git, Linux.
- Familiarity using MongoDB, PostgreSQL, MySQL, Node.js, Vue.js, Swift, iOS development.
- Experience with building on AWS and Azure.
- Experience with data analysis and visualizations.

Leadership

- Current Alumni Software Engineering mentor for the Cal Poly Center for Leadership.
- Completed Scrum Master Training.
- Attended multiple recruiting events and hackathons as a technical representative.
- Grace Hopper Celebration Attendee since 2017 (scholarship winner in 2017, company representative since 2018.)

Hackathons / Projects

SLOHACKS - CARTPOOL (1ST PLACE) [HTTPS://GITHUB.COM/DEVINNICHOLSON/CARTPOOL]

- Developed an iOS App to assist people living in food deserts.
- Utilized XCode (Swift), Firebase, Twilio API.

CAMP POLYHACKS - NEIGHBORLY (1ST PLACE) [HTTPS://GITHUB.COM/DEVINNICHOLSON/NEIGHBORLY]

- Developed an iOS App allowing users to take pictures of their home for insurance using Google Vision in the case of a natural disaster.
- Utilized XCode (Swift), Firebase, Google Vision.

AWS CAPTURE REPLAY TOOL (CAPSTONE)

- Worked with Amazon and a team of six other Software Engineers to create a Capture Replay Tool for AWS.
- Primarily worked on back-end integration: SQLite, Java, RDS, S3, Cloudwatch.