



















NicholasAntonov

// Software Engineer // Technology Enthusiast

About

Name  Nicholas Antonov
Phone  +551 482-0926
Email  nicholas.antonov@gmail.com
Github  github.com/nicholasantonov

Skills

Coding   
  
   
Tools    

Experience

7/18 ~ present **Software Engineer @ Google**

6/16 ~ 7/18 **Software Engineer @ Jet.com**

- Developed the front end of Jet with tight performance and compatibility constraints
- Created BDD style testing frameworks for automated browser tests
- Created new deployment pipelines and improved build systems/technologies
- Containerized services for easier development using Docker
- Implemented F# microservices at a smaller scale to aid new developers
- Architected patterns to enable more thorough cross microservice testing

8/15 ~ 12/15 **Fullstack Developer Internship @ Occamsec**

- Took a leadership role in software design and implementation
- Gained knowledge of the needs of pentesters to define project specifications
- Architected and implemented tools to store, analyze, and visualize data
- Parsed and reverse engineered proprietary file formats

5/14 ~ 8/14 **Software Engineer Internship @ Eikos Partners**

1/15 ~ 5/15

- Modified and extended our in-house JavaScript framework
- Refactored and built custom data visualizations using D3.js
- Modernized Javascript stack with tools like JSPM, Yeoman, and Gulp
- Worked with external clients to create single page web applications

Side Projects

- Estimated velocity of cars from dashcam footage using neural nets. OpenCV, pyBrain.
- Modular Game engine with game to demonstrate features. C++, Ncurses.
- IRC bot that manipulates the chat of interactive twitch.tv streams. Python, Sockets.
- Gravity based game written for a 48 hours game jam. Java, OpenGL.
- Web-based games written for 24 hour game jams. Javascript, HTML5, Canvas.
- Multiple reactive web applications using technologies such as Meteor and React.
- Hackathon team project to control an egg cooker with a web UI. Socket.io, Express.

Education

Stevens Institute of Technology **Masters of Science** - Computer Science
Bachelors of Science - Computer Science