NicholasAntonov

// Software Engineer // Technology Enthusiast

👤 About

Name	💬	Nicholas Antonov
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Github	✉	github.com/nicholasantonov

⚡ Skills

Coding </>

Javascript Python F#

Java Kotlin Dart

Clojure C C++

🖥 Experience

7/18 ~ 4/23 **Software Engineer** @ Google

- Responsible for planning, design, and implementation of full-stack features in GPay Flutter App and middlware layers, including overhaul of a server-driven rendering DSL and parser to enable fast update-less experimentation
- Designed and implemented data migration pipelines to speed up other endpoints
- Created tools to identify suspect outcomes in models, modified frontends to allow human raters to see detailed reports and quickly confirm/reject examples, and updated loss calculation Tensorflow training pipelines to improve accuracy of models
- Extended data pipeline handling TBs of geographical data, correlating wireless access point sightings with train lines and analyzing results to determine launch candidates

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

- Impelmented features for Jet frontend with performance and compatibility constraints
- Created BDD style testing frameworks for automated browser tests
- Created new deployment pipelines and Dockerized existing services
- Worked on feature development on the F# web middlware team
- Architected and implemented patterns to enable more thorough cross service testing

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

- Sole software engineer at the company
- Worked with penetration testers to define project specifications
- Designed and and implemented in-house web application to visualize and edit graph data
- Reverse engineered proprietary file formats and created parsing pipelines

5/14 ~ 8/14
1/15 ~ 5/15 **Software Engineer Internship** @ Eikos Partners

- Modified, modernized, and extended our in-house JavaScript framework
- Created single page web applications and custom D3.js visualizations for clients

⚗ Side Projects

- Estimated velocity of cars from dashcam footage using neural nets. OpenCV, pyBrain.
- Many 24-48 hour game jam games. Javascript, Canvas, OpenGL, Java.
- Multiple reactive web applications using technologies such as React, Meteor, Socket.io, Express, etc.

🎓 Education

Stevens Institute of Technology

Masters of Science - Computer Science

Bachelors of Science - Computer Science