

# Nicholas Rebhun

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## Experience

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### Dun & Bradstreet

Software Engineer I

Malibu, CA

June 2016 – Present

- Created a new version of D&B's primary customer acquisition webapp
  - Implemented React/Redux frontend and Express/Node backend
  - Implemented infrastructure using SaltStack and AWS
- Collaborated with cross-functional teams to design and implement a multi-project, single-codebase repository, deduplicating large quantities of code
  - Initiated architectural transition for creating a monolithic project
  - Designed and implemented supporting Continuous Integration infrastructure using Jenkins
  - Trained Automation and Web Dev teams on use and maintenance of new Continuous Integration infrastructure
- Developed a specialized Jenkins agent for handling new jobs in the Continuous Integration process
- Implemented an acceptance testing framework for a project with no existing test coverage
- Implemented a SLIM 3 API layer to integrate an internal tool with JIRA

### Apple Inc.

Genius Bar Technician

Berkeley & Santa Monica, CA

September 2014 – June 2016

- Triaged, diagnosed, and offered solutions or light technical education for dozens of people daily

### Tic Toc Games

Production Assistant

Santa Clarita & North Hollywood, CA

October 2011 – September 2012

- Quality Assurance for several iOS and Android titles

## Education

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### CSU East Bay

B.S., Computer Science

Hayward, CA

June 2016

## Projects

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**CodeSherpas/NoTow:** 2nd-place Reactathon project helping users make good parking decisions

**nrebhun/FileSponge:** A tool to help keep similar projects DRY

**nrebhun/AdventureAssistant:** Utility to simplify data management for table-top RPGs such as D&D

**nrebhun/RMPScrape:** Research project focused on Machine Learning & Natural Language Processing

**nrebhun/Earth-Krethys:** Submission for Ludum Dare 30, a 72-hour public game jam

**nrebhun/fPrime:** Physics-based Arcade-style game, written in C# with the Unity engine

**FredericJacobs/LivePort-iOS:** Submission for Hack For Change 2012

## Coding Skills

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**Web:** ES6, React, Redux, Node, PHP

**Compiled:** Java, Groovy, C#, C++, C

**Scripting:** Bash, Python, Lua

**Learning:** Swift, Go, SQL, CSS