

NICHOLAS T. AVGERINOS

T 301.237.0533

nicka@axcella.com

PROFILE

A senior-level full-stack software engineer with development, operational, management and educational experience. At heart, a problem solver who like to understand systems end-to-end has resulted in a very broad skill set, including database and system administration, many programming languages, scalability, front-end UI and server-side API architecture, as well as networking and VoIP. I'm passionate about sharing knowledge and experience as well as learning from those around me.

EXPERIENCE

VICE PRESIDENT

September 2015 - Present

Otakorp, Inc. Annville, PA

In late 2014, I moved to Oregon and decided to take some time to pursue some projects I was passionate about. One of those was the volunteer work I had been doing for Otakorp, a 501(c)3 non-profit that runs anime conventions in Maryland and Las Vegas that I have been attending for almost 20 years.

- Elected corporate Vice President in 2015 (1-year terms)
- Served as Convention Vice-Chairman for Otakon Vegas 2014-2017
- As IT Director, started a project to update/replace many backend systems

INSTRUCTOR

April 2013 - November 2014

Hackbright Academy, San Francisco, CA

- Assisted in developing core curriculum for Hackbright's Software Engineering Fellowship program.
- Instructed class of up to 40 students on programming and computer science fundamentals as well as industry best practices.
- Core technologies taught including: Python, sqlite3, PostgreSQL, git, HTML/CSS, JavaScript, jquery, Bootstrap. However, during students individual project time, they were able to use any language or technology they wished (or even invent their own language!). This allowed me to flex my debugging skills in languages I had little experience in (such as Go, Scala, AngularJS).

DIRECTOR OF ENGINEERING

December 2010 - April 2013

KIXEYE / The Casual Collective., San Francisco, CA

- Managed team of engineers responsible for building a platform to allow users to play KIXEYE games both from Facebook and a KIXEYE-branded social gaming platform. This required managing schedules, expectations and requirements from nearly every group in the company (individual game teams, analytics, business intelligence, marketing, user acquisition, customer support, community management, etc.)
- Created and managed team of engineers responsible for a core framework of shared code across all KIXEYE games. This framework handles all MVC functions, social network abstractions, analytics and e-commerce functions and more. Engineers from this team would be embedded and work very closely with each game team inside the company.
- Launched Battle Pirates (1M+ MAU) and assisted with the operations of Backyard Monsters (1M+ MAU) and War Commander (3M MAU)
- Helped company grow from about a dozen people to over 300+. Before we had a formal operations department, was responsible for day to day server operations of multiple on-line games hosted on multiple social networks with over 1 million MAU each.

SENIOR SYSTEMS ENGINEER

February 2008 - December 2010

Adobe Systems, Inc., San Francisco, CA

- Worked on several seed projects, one of which (InMarket) had a public "1.0" launch in October 2010. Responsibilities included database and API schema design and development, internal administration interfaces and more. Projects areas included e-commerce, VoIP and gaming.
- Built and maintained server infrastructure for multiple projects. This environment included BuildForge integration, automated OS and software deployments, centralized authentication, service level monitoring and trend reporting, virtual machine deployments (xen) and backups.
- Side projects included building a full-sized "Flash Arcade" cabinet that was used to showcase Flash as a game platform. I also helped coordinate the game developer section of the Adobe Developer Connection site (<http://www.adobe.com/devnet/games.html>) and maintained a blog (<http://blogs.adobe.com/adbearcade/>).
- Filed a patent with two other team members for a Flash game testing framework design.

SENIOR ENGINEER

October 2005 - January 2008

Sputnik, Inc., San Francisco, CA

- Senior developer managing the company's managed WiFi product (Sputnik Control Center). Also worked on firmware for embedded devices (e.g., Linksys WRT-54G(s), Zcomax XG-2000).
- System administrator maintaining servers for company's hosted products (SputnikNet, SputnikNet Express) as well as internal systems (email, web, Asterisk PBX) running various forms of Linux (wbel, fedora, gentoo).

NICHOLAS T. AVGERINOS

VOLUNTEER WORK

OTAKORP, INC.

January 2013 - Present

Otakorp, Inc. is a non-profit organization whose primary purpose is the promotion of Asian culture, primarily through its media and entertainment. It is best known for Otakon, one of the largest anime conventions on the east coast, gathering over 30k fans each year in Baltimore, MD.

Roles at Otakorp:

- Vice President, Otakorp, Inc. - 2015-2016
- Vice Convention Chairman (Otakon Vegas) - 2015, 2016, 2017
- IT Director - 2015-2016
- Gofer (Volunteer) Operations Co-Department Head (Otakon) - 2014, 2015
- Volunteer Operations & Information Desk Department Head (Otakon Vegas) - 2014
- Gofer Operations Staff (Otakon) - 2013

Notable Accomplishments

- Wrote web-based software to manage all volunteer operations. Otakon has around 200 volunteers who join us just for the weekend. The new software handles registration, scheduling, tracking, rewards, turning a multi-day scheduling nightmare into something that can be done in a couple hours.
- Oversaw an increase in overall attendance for Otakon Vegas 2016 while significantly reducing expenses.

EDUCATION

UNIVERSITY OF MARYLAND COLLEGE PARK

College of Computer, Mathematical and Physical Sciences, College Park, Maryland
Bachelor of Science, December 1997 — Major: Computer Science

Related Courses: Database Design, Software Design & Development, Data Structures, Algorithms, Organization of Programming Languages.

JAPAN-AMERICA SOCIETY OF WASHINGTON, DC

JAPANESE LANGUAGE SCHOOL

2003-2004: Elementary 1, Intermediate 1, 2

JAPAN SOCIETY OF NORTHERN CALIFORNIA

JAPANESE LANGUAGE SCHOOL

2012: Beginning Japanese II & III

2013: Intermediate I & II

ACTIVE SKILL SET

Apache	git / github	jQuery	PostgreSQL
Adobe CS	HTML5/CSS	memcached	Python
Bootstrap	Linux (CentOS, Ubuntu)	MySQL	Redis
Django	LDAP (OpenLDAP)	nginx	SQL
Facebook API	Javascript	Perl	Twitter API
Flask		PHP	Xen

EXPERIENCED WITH

ActionScript 3	Linux (Redhat, Slackware, Gentoo)	Remedy ARS	*nix (Solaris 2.5-10, FreeBSD, Darwin, OSX, IRIX, Digital)
Asterisk PBX	Mason (Perl)	Ruby	Windows (3.0-3.11, 95, 98, NT, 2000, XP)
awk, sed (*nix/gnu tools)	MongoDB	Ruby on Rails	
BuildForge	node.js	Social Network APIs (FB, Twitter, Kongregate, Viximo)	
C / C++ / C#	Oracle 7-9i	svn	
ColdFusion 3-9	OS/2	Unity	
Cobbler	Pascal		
CVS	Perforce		
Flex 4	PortaBilling 100		
Jenkins	Puppet		