

## Alex Nisnevich

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### Education

#### University of California, Berkeley

Master of Science, Computer Science (Artificial Intelligence), May 2014  
Thesis: *Probabilistically Modeling Semantic Change*

#### University of California, Berkeley

Bachelor of Arts, Computer Science, May 2013  
Bachelor of Arts, Applied Mathematics, May 2013  
Minor in Linguistics  
Graduated with distinction, GPA: 3.7

### Experience

#### Development Intern, Academia.edu, San Francisco, CA Spring - Summer 2012

- Developed an automatic error reporting and monitoring subsystem
- Implemented a series of rolling map-reduce jobs to gather statistical information about users and content, and built a set of tools to utilize the collected data

#### Lead Developer, Social App Lab at CITRIS, Berkeley, CA Summer 2011

- Led development team of a social web application to encourage participatory democracy by having users voice questions and concerns about their city
- Built a PHP/MySQL backend and an AJAX-driven jQuery frontend

#### Development Intern, RootMusic, San Francisco, CA Spring - Summer 2010

- Helped create a Facebook application that builds interactive pages for musicians
- Worked on the PHP backend running Kohana, the web frontend using jQuery and Facebook's REST and Graph APIs, and the app frontend in FBML / FBJS
- Designed and developed a URL shortener, and integrated it into the project core

#### Web Developer, PrestoSoft, Thousand Oaks, CA 2006 - 2012

- Helped create an ASP-driven company website, including a shopping card, password generator, update checker, and mailer scripts
- Developed DiffNow, an online file comparison utility
- Designed an efficient fuzzy text file matching algorithm based on Levenstein
- Performed SEO, planned ad campaigns, wrote documentation and press releases

### Portfolio

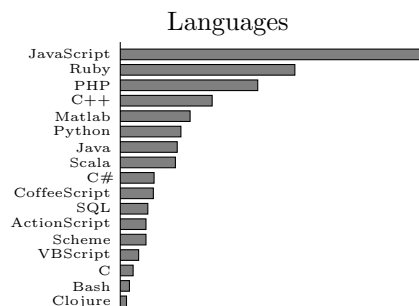
<http://alex.nisnevich.com/portfolio>

### Honors and Awards

UC Berkeley CSUA Hackathon, 1st place, Spring 2013  
Interview Street CodeSprint II, 16th place in the United States, 2012  
Ludum Dare #19 (48-hour game development competition), 8th place in Theme, 2010

### Technical Skills

(ordered by amount of experience)



### Technologies & Tools

**Frameworks:** Rails, Yii, Kohana, Node.js

**Libraries:** jQuery, Mootools, OpenGL and GLUT, Sass/SCSS, FBML/FBJS

**DBs:** Postgres, MySQL, MongoDB

**Version Control:** git, SVN

**Etc:** LaTeX, ASP.NET, EC2, Heroku

**OSs:** Linux, Windows, Mac OS