

Nick Babcock

nbabcock19@hotmail.com | Github: [nickbabcock](#) | [nickb.dev](#)

Software developer with 10 years of professional experience that can draw from a deep repertoire of knowledge: from web frontends with WebAssembly and React to cost efficient REST APIs in Rust to libraries exploiting hardware intrinsics. Coding is my passion. Remote full-time since July 2017.

EMPLOYMENT

Lead developer at [TotalCAE](#), the IT department for Engineers. Started May 2012. Accomplishments include:

- As employee #1, I've helped grow the company and onboard other developers and foster a culture of reviewing PRs, CI, documentation, and best practices
- Consistently led successful tech choices, weighing company priorities in trade-offs
- Built cornerstone HPC management web portal and analytic engine to scale to the world's biggest customers

ASK ME ABOUT

- How I [consistently write](#) the [fastest parsers](#) which are [adopted by major communities](#)
- How I disassemble a game's executable to extract data to parse a proprietary binary format
- How quality code has CI, fuzzing, and benchmarks
- The many thousands of hours I've invested in side projects
- The years as a core contributor to [Dropwizard, the Java REST framework](#)
- How I wrote code in high school for a game company
- My love for board games, tiny computers, and home labs

EDUCATION

Bachelor of Computer Science Engineering from the University of Michigan. Graduated Magna Cum Laude in 3½ years while professionally coding near full time. As a freshman, I was singled out for performance to join a worldwide AI competition sponsored by Google and reached top 20 out of 7900 submissions.