

Nicholas Deupree

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Education

University of California: Santa Cruz, Baskin School of Engineering

Bachelor of Science in Computer Science | **GPA: 3.7/4.0** | **June 2025**

Technical Skills

Languages: Python, JavaScript, TypeScript, SQL (PostgreSQL, SQLite), Swift, Dart, C, Java

Frameworks & Tools: React, Next.js, Node.js, Google Cloud (GCP), Nginx, Flutter, React Native, REST APIs, Git

Practices: System Design, Agile/Scrum, Full-Stack Development, TDD, CI/CD, Debugging

Relevant Coursework: Data Structures & Algorithms, Database Systems, Algorithm Analysis, Software Engineering

Experience

Lead Mobile Engineer | Wake Digital | Remote

June 2025 – February 2026

- Engineered an open-source Swift-to-TypeScript bridge to streamline **developer workflows**, enabling external engineers to integrate native Apple protocols into production-ready applications
- Architected a full-stack, event-driven backend using Firebase and Cloud Functions to manage **160+ concurrent requests**, ensuring scalable infrastructure for real-time user-facing features
- Secured App Store approval by architecting transparent user permission flows, successfully justifying **sensitive data access** under strict Apple review guidelines
- Spearheaded the **end-to-end product strategy** as Lead Engineer, translating complex business requirements into a scalable system design and shipping a production-ready app to the App Store
- Standardized **CI/CD integration** pipelines and Agile practices, eliminating regressions across the development lifecycle to balance speed with quality

Software Engineer Intern | Nurbli | Remote

January – June 2025

- Architected a robust state machine to manage complex **backend logic** for audio looping, achieving a production-ready system with 0 reported errors during user testing
- Engineered audio interruption handlers to synchronize **frontend implementation** with system events, maintaining 100% session continuity for active users
- Spearheaded the full sprint lifecycle for a 3-person team, facilitating planning and retrospectives to ensure **100% on-time delivery** of features

IT / Network Engineer Intern | Camping & Education Foundation | I-Falls, MN

April - November 2024

- Managed network availability for **50+ onsite users**, diagnosing hardware/software issues, and overseeing a 20x bandwidth upgrade to support remote operations

Projects

Concurrent DSA Code Editor | Distributed Code Execution Engine

January – February 2026

- Developed a high-engagement **React** and **TypeScript** application for real-time interaction, achieving sub-100ms state updates for concurrent users

Expo-alarm-kit | Open Source NPM Package

November – January 2026

- Published platform-level tooling to NPM that supports native event payloads, enabling **system-level scheduling** for 100+ developers

Datum | Next.js Knowledge Base

September – December 2024

- Co-developed a **user-facing** file management interface in **Next.js**, implementing real-time state updates to ensure a responsive experience
- Designed a scalable **database schema** for an internal system, structuring collections for document embeddings and granular permissions

Certifications

Certified Scrum Master | Scrum Alliance

January 2026 - January 2028