

Nick Daigler

✉ nicholas.daigler@tufts.edu [in linkedin.com/in/nickdaigler](https://www.linkedin.com/in/nickdaigler) [👉 nickdaigler.com](https://nickdaigler.com)

Skills

Programming Languages: Swift, Objective-C, Python, Go
Software Packages: Firebase, Node.js, GitHub, Mercurial
Development Tools: VSCode, Xcode, Bubble [🔗](#), Figma, Sketch

Professional Experience

- Aug 2021
Menlo Park **Facebook, Incoming Software Engineer**
- Oct 2020 – present
Remote **Pludo, iOS Engineer** [🔗](#)
- Sole iOS engineer, and first engineer, at Pludo; I built the entire iOS app - from zero to published on the App Store
 - Pludo is a platform to create, share, and discover short-form audio content
 - Collaborating with the CEO to guide product & design decisions
- Dec 2019 – Nov 2020
Remote **Software Engineering Daily, Technical Writer** [🔗](#)
- Authoring long-form articles about topical content related to recent podcasts [🔗](#)
 - Authored one of the top 3 most read articles on the platform [🔗](#)
- May 2020 – Aug 2020
Remote **Instagram, Software Engineer Intern**
- Built a media pipeline and infrastructure for the Instagram iOS camera to support running filters on the camera preview
 - Implemented a magic button that allows users to switch filters for the camera preview
 - Interfaced with graphics engineers to develop a system to generalize filters for use in both the camera preview and post-capture environments
- Jan 2020 – May 2020
San Francisco, CA **effx, Software Engineer Intern & Kleiner Perkins Fellow** [🔗](#)
- 1 of 50 engineering fellows selected from >3,000 applicants
 - Developed an internal Go package for third party integrations; built Pagerduty, AWS Lambda & ECS, and Datadog integrations
 - Extended core product to collect data on the scaling of pods in customers' k8s clusters, as well as container image updates in these pods
- Jun 2019 – Jan 2020
San Francisco, CA **Pando Pooling, iOS Engineer Intern & Contractor** [🔗](#)
- Sole developer of two iOS apps built for Pando's clients (Swift, Firebase)
 - Demo of iOS app targeting clients playing professional baseball [🔗](#)
 - Demo of iOS app targeting clients at Stanford GSB [🔗](#)
- Sep 2019 – Nov 2019
Cambridge, MA **Massachusetts Institute of Technology - DSAIL, Research Assistant** [🔗](#)
- Aided development of a detail-on-demand visualization system (D3.js)
 - Implemented an error handling system that provides added context to users of the visualization framework (Java)
- Sep 2018 – Feb 2019
Remote **Freelance, iOS Engineer**
- Developed features for iOS apps at a number of startups.
 - Collaborated closely with CEOs at each startup

Education

Sep 2017 – May 2021
Medford, MA **Tufts University, Computer Science, B.S.**
Relevant Coursework: Programming Languages, Data Structures, Algorithms, Web Engineering, Big Data, Software Engineering, Object-Oriented User Interfaces, Machine Structure & Assembly Language Programming, Calculus I & II, Discrete Math