

Christopher Nivera

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Work Experience

Neeva

Mountain View, CA

SOFTWARE ENGINEER

Jul. 2021 - Present

- Developed Neeva's first-time user experience, including its homepage, account creation, and premium subscription flows
- Revamped Neeva's homepage to fully support multiple languages, helping drive expansion into Europe and Asia
- Implemented UIs for NeevaAI to display GPT3 summaries of search results
- Constructed an end-to-end pipeline using DALL-E and Stable Diffusion to serve generated thumbnails for search results
- Led A/B tests which involved coordinating with design, building UIs, and driving launch discussions, contributing to a 10x increase in users in 2022
- Mentored an intern and a new grad engineer which involved guiding them through Neeva's codebase, delegating tasks, and providing support

Medinas Health

Berkeley, CA

SOFTWARE ENGINEERING INTERN

Jun. 2020 - Aug. 2020

- Built a platform that detects and extracts product information from a set of photos using the Google Vision API, shortening task duration by 40% and allowing Medinas researchers to more accurately classify incoming medical equipment
- Owned the project from initial brainstorming and system design to final implementation, utilizing React and Java
- Worked closely with Medinas researchers to test in the field and identify ways to improve UX

Brown University

Providence, RI

UNDERGRADUATE TEACHING ASSISTANT

Aug. 2019 - Dec. 2019

- Coordinated with 12 other teaching assistants and Prof. Jeff Huang to oversee CSCI1300 (User Interfaces and User Experience), a class of 270 students
- Overhauled and led weekly labs intended to familiarize students with Figma, Adobe XD, and HTML/CSS
- Redesigned A/B Testing and Iterative Design projects, giving students the opportunity to work through statistical analysis of page activity, eye tracking, user testing, and the full UI/UX design process

Education

Brown University

Providence, RI

B.A. IN COMPUTER SCIENCE, MAGNA CUM LAUDE

Sep. 2017 - May 2021

- GPA: 3.87 / 4.0
- Relevant Coursework: Software Engineering, UI/UX, Data Structures and Algorithms, Machine Learning, Deep Learning, Computer Systems, Statistical Inference

Projects

Stopwatch

PERSONAL PROJECT

Jun. 2019 - Aug. 2019

- Created a voice-controlled Discord bot used to help players track usage of spells in the game "League of Legends", allowing for a more streamlined player experience
- Engineered the bot's voice recognition and analysis capability with Google's Dialogflow API and integrated live game/player data using the Riot Games API

Skills and Interests

Skills:

JavaScript/TypeScript (proficient), React (proficient), HTML/CSS (proficient), GraphQL (intermediate), Go (intermediate), Python (intermediate)

Interests:

Creating music, playing video games, experimenting with new cooking recipes!