

# Nicholas Young

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## Professional Experience

### Nodle — Director of Information Security and DevOps

September 2022 - August 2023

Cross-team Engineering-based organization lead for DevOps and Security Best Practices. Responsibilities include: managing external audit partners, threat research, policy development and implementation, preparing reports on upcoming (and completed) projects for the Executive Team, active management of a virtual corporate network, and overseeing the daily technology needs of an approximately 50-person, globally-distributed, blockchain startup.

### Nodle — Senior DevOps Engineer

October 2021 - September 2022

Blockchain operations, security, and Rust engineering for Nodle; the IoT network of Polkadot. Highlights include: launching the network's Eden parachain, creating an organization-level CI/CD pipeline for both code and infrastructure, and implementing metrics infrastructure tools for the entire ecosystem with our partners at OnFinality.

### First Foundry — Senior Software Engineer

October 2020 - September 2021

Platform engineering for high-growth, security-focused clients, primarily in Rust and Solidity. Primary responsibilities include: service design, development, and deployment; stakeholder management; and integrating blockchain clients with other infrastructure.

### Uptime Ventures, Ltd. — Founder, Engineer

December 2015 - February 2020

Owner and operator of an engineering consultancy that delivered custom hardware and software solutions with specific focuses on high-performance I/O, network protocols, and embedded platforms. In this role, I became a contributor to the Rust language ecosystem, specifically the Gotham web framework and Rust Async Networking Working Group. I also co-founded Colorado's first Rust-focused conference, Colorado Gold Rust.

### The Machine Broadcasting Network — Executive Producer

June 2013 - December 2015

Frustrated with the cultural trends in radio, I founded The Machine; a fiercely educational online broadcasting network. Accomplishments include: building a professional digital studio; producing and engineering over 200 hours of original audio programming; debuting new music from artists such as Matt Wertz and Jars of Clay; scaling a custom Ruby on Rails CMS, and developing a real-time metrics engine to analyze listener trends.

### Original Machine — Chief Creative Officer

June 2010 - December 2015

Artistic consultant, documentarian, filmmaker, audio engineer, and digital strategist at Original Machine, a multidisciplinary production house/marketing agency for bands and small businesses.

## CORE SKILLS

- Rust
- Curriculum Development
- Event Management
- Network Security
- Radio-Frequency Engineering
- Linux
- Apple Systems Administration
- Public Speaking
- Kubernetes
- Typescript
- Data Processing
- HTML/CSS
- JavaScript/Node.js
- Digital/Physical Accessibility
- CockroachDB
- PostgreSQL

## INTERESTS

- Storytelling
- Amateur Radio
- Cycling
- Photography

## HIGHLIGHTS

- Speaker at Nodevember 2014-2015 and ChicagoWebConf 2015
- Member of the Rust Networking Working Group
- Open source contributor to Rust, JavaScript, Elixir, and Ruby communities
- Organizer of Colorado Gold Rust

## Mad Mimi — Full-stack Engineer

January 2010 - June 2010

Feature implementation, deployment, and operations for a rapidly growing email marketing startup. Work included developing (and leading) open source strategy; backend development with Ruby on Rails, MySQL, Redis, and Postfix; frontend HTML/CSS/JavaScript; and DevOps.