

Nick Culpin

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WORK EXPERIENCE

Activ3 Inc.

08/2023 - Present

Engineering Manager, Mobile Engineer

- Led engineering roadmap for Cafeteria social platform and SDK rollout.
- Design and build iOS and Android mobile applications with CI/CD pipeline using Expo
- Led organizational efforts to bridge design and engineering communications gaps to streamline asset delivery.
- In collaboration with design and product teams, developed internal design systems with focus on color, animation, and cross platform code sharing. React, Expo, Figma, & Rive.

Kaimo, LLC

08/2019 - Present

Owner, Technical Product Manager, Software Engineer

- Increased business growth by 40% in 2 years by designing creative automation solutions, building infrastructure, and developing prototypes and internal tools.
- Boosted creative team productivity by 45% in 6 months through product visualization web apps and custom APIs using AWS, JavaScript, Node.js, React, and TypeScript.
- Overcame technical challenges and delivered user interfaces and documentation that aligned with customer needs by leveraging 3D, WebGL, and modern web frameworks like Next.js.

MatchCo / Shiseido Americas Corporation

01/2017 - 08/2019

Software Engineer

- Successfully migrated an iOS app from Obj-C to React Native, improving scalability across platforms/ brands. Increased testing efficiency by 50% in 3 months.
- Achieved a 25% increase in customer retention by executing model photoshoots to enhance native camera systems and improve the printed custom foundation. Data collection for ML training set.
- Led engineering projects collaborating with executive and technical teams from internal brands like bareMinerals and Laura Mercier.

Travelear

01/2016 - 12/2020

Owner, Software Engineer

- Optimized user experience, achieving 20,000 monthly active users and a 20% increase in user engagement through continuous testing and community outreach in 1 year.
- Earned AppleVis Hall of Fame nomination (2019) and App Store Health and Wellness Feature (2018) by engaging visually impaired communities to enhance user accessibility.
- Led the development of iOS and web apps from concept to launch in under a year, resulting in increased user adoption. Utilized Swift, React, and Google Firebase backend.

Zazzle

08/2011 - 08/2016

Product Systems Engineer

- Improved the average time to launch a product by 200% with development of video and image processing tools and systems in collaboration with manufacturers and cross-functional teams
- Built image processing tools for Autodesk Maya using Python and a KR90 using Kuka Robotics Language to automate 3D processing, photogrammetry, and product photography processes
- Design and construct 3D assets for component manufacturing and product visualization.

Vector Entertainment**08/2011 - 08/2016****3D Artist**

- Design 3D and construct 3D assets for pickups, vehicles
- Level design and building
- Spot static and animated advertising

EDUCATION

Master of Fine Arts in Animation & VFX, 3D Modeling Academy of Art University

Bachelor of Fine Arts in Illustration University of Hartford