



Nick Charney Kaye

 [linkedin.com/in/charneykaye](https://www.linkedin.com/in/charneykaye)

 charneykaye.com

 charneykaye@gmail.com

 +1 (212) 960-8811

Self-actuated, accountable engineer brings transformative leadership to every challenge.

20 years of experience designing and building media technology products, from research and design to development, operations, and manufacturing, from minimally viable, to Fortune 500.

Technical Skills

CODE JavaScript/TypeScript, Java, C++, Objective C, Go, Python, Ruby, Dart, HTML5/SCSS

SYSTEMS Unreal Engine, Canvas, WebAudio, Phaser, Supercollider, Max/MSP/Jitter, Dash/HLS, OpenGL, GNU/Linux, BSD/macOS, Windows, Security, Virtualization, Databases, Streaming, Distributed systems, Version Control, CI/Deployment, Prototyping, DevOps, Infrastructure, Encryption, Blockchain.

MEDIA Audio Engineering, Typography, Graphic Design, Illustration, Film, Animation, Interactive Design, Adobe Photoshop, Illustrator, Audition, Premiere, AfterEffects, XD, InDesign, Ableton Live.

Work Experience

XJ music (xjmusic.com) — Director of Engineering

2016–Present

- Founded and currently leading a virtuosic team, comprising legal, financial, digital, and musical to pioneer the evolution of background audio with our innovative music engine enabling artists to compose new possibilities for streams, games, and environments.
- Author [U.S. Patent 10,446,126](#) for System for Generation of Musical Audio Composition streaming live 24/7.
- [Open-source codebase](#) in Java and C++ enables transparency for prospective partners
- Architect, manage, & implement the construction of an enterprise-grade HLS broadcasting system.
- Design & implement a React Native app for iOS and Android with HLS audio streaming and In-App Purchases.
- Strategy and creative direction to develop the first artists and channels in an entirely new medium.
- Focusing on the continued development of our collaborative music composition software and its implementation as a revolutionary music engine powering streaming, games, and places.

Endeavor (endeavorco.com) — Lead Software Engineer

2022–Present

- Implement AAA user experiences in React Native for iOS and Android; triage during massive release events.
- Hyde Park Winter Wonderland mobile app saw 6M users in the first week, increasing event revenue by 12%
- Barrett-Jackson Auto Auction mobile app saw 2M users in the first week, increased event revenue by 17%
- Professional Bull Riding mobile app tracks 10K stats in near-real time, increased attendance by 15%
- Spearhead mobile development thought leadership as an early member of the Consumer Experience team.
- Re-architected an esoteric React Native structure into a bleeding-edge template we can repeatedly use.
- Continue to leverage success after success within the organization to establish a competitive advantage for Endeavor portfolio companies choosing to work with the in-house digital team.

Goodwater Capital (goodwatercap.com) — **Lead Software Engineer**

2019– 2021

- Collaborated with analysts to build services supporting their daily work and portfolio company operations.
- Architected & implemented distributed streaming microservices to curate millions of deals to streamline mobility.
- Led pod information architecture, collaborating with front-end engineers for API design.
- Triaged and refactored only the successful processes from the 1M line POC Java monolith.

CredSpark (credspark.com) — **Lead Software Engineer**

2012– 2019

- Researched & developed paradigm-breaking UI enhancements to increase value captured by existing users.
- Collaborated with the founder on brand fundamentals, information architecture, and industrial design.
- Designed the company logo, trade show environments, digital optics, and merchandise.
- Rapidly prototyped minimally viable products to gain early traction for a 2-sided platform.

Signal Digital (signal.co) — **Senior Software Engineer**

2014– 2017

- Full-stack operator on a Skunk Works team that repeatedly reduced week-long workloads to minutes.
- Built dashboards & operational tooling for 70+ engineers maintaining 6σ uptime for over 1T transactions per day.
- Fully rebuilt the frontend of an acquired email marketing platform as part of the main product with core branding.
- Implemented React frontend for enterprise products to leverage complex segmenting of 1st-party datasets.

Freelance (charneykaye.com) — **Software Developer, Art Director***Early Career*

- Created a Phaidon-featured online platform for **David Blaine**, receiving 300K fan messages during a 7-day stunt.
- Designed & built projects at **Big Spaceship**, **Foundry9**, **Cheil**, **360i**, **Transistor Studios**, **Smuggler**, and **RadicalMedia**.
- Directed, designed, & animated a U.S. Department of Justice PSA aired on **Oxygen**, **NBC**, and **CBS**.
- Collaborated directly with the CEO of **Stetson** to overhaul the 150-year-old brand with a dynamic web platform.
- Wrote the viral video **Colgate Wisp: Quick Draw**, recognized among the first consumer engagement campaigns.
- Designed and built an internal compliance training platform for **AIG**.
- Art directed digital campaigns for **Kraft** brands, including **Lunchables**, **Philadelphia**, and **Tassimo**.
- Implemented HTML5 animation working on campaigns for **Nintendo** and **Hewlett-Packard**.
- Designed & developed online advertising for **Activision**, **Chase**, **Columbia**, **Freddie Mac**, **Sallie Mae**, and **Samsung**.

Education**Bachelor of Arts, Film & Music**, NYU Tisch, Maurice Kanbar Film & TV, and Clive Davis Institute of Recorded Music**Bachelor of Science, Business**, University of Phoenix

Creative Portfolio**Outright Mental (outrightmental.com)** Comprehensive portfolio containing independent art projects.

Free Software**Calendar HUD (agendar.outright.io)** connects to Google Calendar to heads-up display upcoming events.**Clock HUD (clock.outright.io)** is a simple display of a full-screen 24-hour clock in your browser.**Music Theory (outright.io/mt)** and **Audio Mixer (outright.io/am)** are highly-rated libraries featured in awesome-go.