Nicolas Ollivier

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EDUCATION

New York University (Tandon) – Bachelor of Science in Computer Science, Finance Minor, Expected Graduation: May 2027, GPA: 3.5/4.0, Dean's List

SKILLS

C# - Python - JavaScript - C++ - SQL - AWS - Git - Unity - React Native

EXPERIENCE

Al Trainer | Handshake Al | New York, NY | October 2025 – Present

 Applied consistent labeling standards across high volumes of data while maintaining accuracy and attention to detail

Software Engineer Intern | Mayflower Worlds | Raleigh, NC | Summer 2025

- Rearchitected Balloon Bats' in-app purchases backend in C# to support 4 new product types, driving 395% growth in revenue per paying customer.
- Built a full-stack analytics board to track top customers and best-selling products, which empowered leadership to make data driven decisions.
- Used profiling and optimization techniques to improve game performance for Quest 2 devices by 40%.
- Designed minigames which were played by over 5000 players.
- Identified and fixed 50+ bugs in Al-generated legacy code by implementing structured debugging and testing.
- Collaborated using Git for version control.

PROJECTS

Pick My Bite | https://github.com/23nicolaso/PickMyBite/ | June 2025

- Developed a restaurant discovery app in React Native to solve decision fatigue by giving users personalized restaurant recommendations.
- Architected a cost-saving backend by implementing a caching layer with AWS Lambda and PostgreSQL for Google Maps API requests.

Ollama Market | https://github.com/23nicolaso/Ollama-Market/ | September 2024

- Engineered a high-performance, multi-agent trading simulation in Cython, featuring an order-matching engine with an ultra-low 2µs order latency.
- Developed autonomous trading agents using Ollama and Gemma 3-4B, implementing a custom tooling framework to overcome model limitations.