Nicolas Ollivier
(551) 323-9105, no2172@nyu.edu, github.com/23nicolaso,
linkedin.com/in/nicolas-ollivier/

EDUCATION

New York University (Tandon) – B.S. in Computer Science, Minor in Finance - September 2023 - May 2027, GPA 3.5

SKILLS

Languages: Python, C#, C++, Java, JS, SQL, Rust, Typescript, x86 Assembly
Tools: AWS, Google Cloud, Ollama, PostgreSQL, Git, Unity, Blender

EXPERIENCE

Software Engineer Intern (Unity/C#) – *Mayflower Worlds, LLC*
May – August 2025
- Designed and implemented new game mechanics for the VR game Balloon Bats, leading to an increase in average session length of 102%
- Improved FPS for Quest 2 devices by 40% by applying optimization techniques: occlusion culling, object pooling, lightmap baking
- Rearchitected store code in **C#** to support 4 times more product types, driving a 395% growth in revenue per paying customer (June to July)
- Connected store to an **SQL** database and set up a revenue analytics page
- Resolved 50+ bugs in a 4-person Agile startup team using **GitHub**
- Built an automated TikTok content pipeline that generated 52k+ views

Software Engineer Intern (Python) – *Thai Informatic Systems*
July – August 2022
- Programmed a customer support chatbot using Google's Dialogflow API
- Built a Flask-based forecasting prototype to support internal decision-making

PROJECTS

Pick My Bite | https://github.com/23nicolaso/PickMyBite/ | June 2025
- Developed a mobile app for restaurant selection, integrating a **React Native** frontend with **AWS** Lambda and a **PostgreSQL** backend

Ollama Market | https://github.com/23nicolaso/Ollama-Market/ | September 2024
- Built a trading engine in **Python** with microsecond order processing times
- Implemented AI trading agents powered by local LLMs (Ollama + Gemma)

Gacha Clicker | https://23nicolaso.github.io/GachaClicker/ | August 2024
- Created a probability-based clicker game with **React, Typescript, Vite**