

# Akash Nelson

[akashnelson00@gmail.com](mailto:akashnelson00@gmail.com) | [linkedin.com/in/akash-nelson](https://linkedin.com/in/akash-nelson) | [github.com/Akashew](https://github.com/Akashew)

## EDUCATION

### University of Houston

*B.S. in Computer Science, Minor in Mathematics*

Houston, TX

Aug. 2021 – May 2025

### Relevant Coursework:

*Algorithms and Data Structures, Computer Organization and Architecture, Operating Systems, Discrete Math*

## EXPERIENCE

### NASA - L'SPACE Mission Concept Academy

*Program Analyst*

Sept. 2023 - Dec. 2023

- Worked with 13 students in designing a cost-effective probe for Enceladus, targeting potential life
- Tracked progress with Project Manager, Resource Manager, Lead Systems Engineer, and Chief Scientist
- Formulated the mission schedule to synchronize with project milestones and objectives
- Determined budget allocation for mission aspects of personnel, travel, facilities and subcontractors

## PROJECTS

### Cult of the Crow | C#, Unity, Blender

Aug. 2023 - Dec. 2023

- Collaborated with a team of 8 developers to create a 3D psychological horror game
- Constructed puzzle-solving mechanic that requires players to manipulate the environment to progress
- Designed 3D assets using Blender for immersive cutscenes and in-game models
- Enhanced gameplay through user-tested feedback, boosting player engagement by 25%
- Achieved 50+ downloads within the first month of release

### Escape | Lua, LÖVE, Tiled

June 2023

- Developed a 2D RPG based game where the player has to fight enemies in a cave using items found
- Devised core game functions for a 2D game using the Lua game engine LOVE and level editor Tiled
- Implemented sprite sheet-based character designs and animations for the game
- Applied Object-Oriented Programming for the functions of the assets

### Multi-threaded Code Decompressor | C++, POSIX Threads, Mutex, WSL

April 2023

- Implemented multi-threaded Huffman decoder using POSIX threads to efficiently decode encoded data
- Utilized mutex and conditional variables to prevent race conditions and deadlocks

## EXTRACURRICULAR

### CougarAI DataCON

April 2023 - Sept. 2023

*Logistics*

Houston, TX

- Facilitated with potential venues, including phone calls to secure an appropriate location for the event
- Contacted restaurants to inquire about catering, negotiate pricing, and coordinate food services

### IEEE-NSM

Jan. 2023 - Aug. 2023

*Tutoring Chair*

Houston, TX

- Managed the organization's tutor/mentor sector of 60+ members
- Assisted in developing the workshops by conducting research and promoting the workshops

### CougarCS

Aug. 2022 - Aug. 2023

*Tutor*

Houston, TX

- Instructed 100+ students over the fundamentals of C++, Python, OOP and Data Structure
- Provided one-on-one and group tutoring sessions to help students improve their problem-solving skills

## TECHNICAL SKILLS

**Languages:** C++, C#, Python, C, Java, JavaScript, HTML, CSS, Lua

**Developer Tools:** Git, Unity, Blender, Siemens NX, LÖVE, Tiled, Linux, Visual Studio, VS Code, Eclipse