

Nick Clouse

B.A. in Computer Science, B.A. in Data Science

206-900-2044 | Helena, Montana | nickclouse03@gmail.com

www.linkedin.com/in/nicholas-clouse <https://github.com/CanFam23>

EDUCATION

Carroll College (2022-Expected 2026) Helena, Montana

Currently hold a 3.7 GPA while competing on the Football Team and majoring in Computer Science and Data Science.

Bishop Blanchet High School (2018-2022) Seattle, Washington

Maintained a 3.5 GPA while competing on the football team and soccer team at the varsity level. Earned a 3 on the AP Computer Science Principles exam and a 4 on the AP Computer Science exam.

SKILLS

Languages: Java, Python, R, HTML, CSS, JavaScript, React, SQL/MySQL

Frameworks / Tools: Git/GitHub/Gitlabs, Spring/Spring Boot, Hibernate, JUnit, SLF4J

Concepts: Data Structures & Algorithms, Object-Oriented Programming (OOP), Operating Systems, Statistics, Data Analysis & Visualization, Regression Analysis, Natural Language Processing (NLP) (Sentiment Analysis, Text Vectorization), Scrum & Agile Methodologies

WORK HISTORY

MSU - Space Science & Engineering Lab / Software Engineering Intern - May 2025 - Present

- Improved data parsing efficiency by 62.5% by utilizing multiprocessing in Python.
- Developed a scalable data pipeline capable of handling gigabyte-scale datasets.
- Built a web application using Python, integrated with InfluxDB, to visualize instrument data from the International Space Station.
- Developed and optimized Ruby scripts to support large data transfers between satellite and ground systems, focusing on reliability and performance

Iron Horse Golf Club / Outside Services - May 2023 - August 2024, Whitefish, MT

- Welcomed club members and guests, providing assistance with parking vehicles
- Cleaned and maintained golf clubs and golf carts, ensuring they were ready for use.
- Organized and upheld the cleanliness of the bag room, managing inventory efficiently.
- Assisted with tournament preparations and setting up equipment.
- Delivered exceptional customer service, responding promptly to member requests and needs.

Projects

- **InitMusic** - Developed a full-stack web application in a small team using Java, Spring, Gradle, JUnit, MySQL, HTML5, CSS, JavaScript, and RESTful web services. Integrated an external API for music streaming and utilized Git/GitHub for version control.
- **MazeRunner** - Collaborated in a small team to develop a 2D top-down game using Java and its AWT/Swing Libraries. Managed version control with Git/GitHub and followed Agile methodology for iterative development.
- **JuiceBottler** - Developed a multi-threaded orange processing plant simulation using Java and Apache Ant, leveraging data and task parallelization to efficiently process and bottle oranges. Utilized Java multithreading to simulate multiple plants with concurrent workers, optimizing performance and resource utilization.