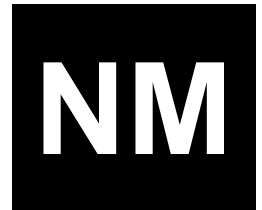


Nicolas Metz

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Employment

Understudy Software Engineer, Navitaire Salt Lake City, UT — August 2015 - Current

Worked on a team with local and remote employees to develop large scale software application. Involved in daily communication with team members and other teams within company.

- Daily use of SQL, C#, TFS, and Powershell.
- Responsible for maintaining build processes and unit tests.
- Designed software features based on business requirements.
- Implemented new features and fixed bugs.

Education

University of Utah Computer Science — Fall 2012 - Spring 2016

Bachelor of Science in Computer Science with an emphasis in Engineering Arts and Entertainment. Experienced working with large groups and publishing software throughout studies.

- Graduating May 2016 - 3.58 GPA
- Member of the Honor's College, Dean's List

Queen Mary University of London Computer Science — Fall 2014

Studied abroad in London, England for a semester to explore cultural differences and experience living in a new environment.

- Learned about the history of London through architecture and film.
- Studied computer science topics including algorithms and data mining.

Experience

- C# - Created several GUI applications including a spreadsheet client and a boggle game. Used to program several games in the Unity game engine.
- SQL - Designed and implemented a library database in MySQL which could be accessed and queried through a simple website.
- C/C++ - Worked on several low level programs in C/C++ for courses such as operating systems and computer systems. Experience in the open source project FFMPEG creating a custom codec.
- Matlab - Used on many projects involving statistics and data generation for scientific computing, data mining and artificial intelligence.
- Java - Implemented algorithms and data structures from scratch and programmed 2D and 3D graphical applications.
- Version Control - Use of git for personal projects, experience in TFS and SVN.

References

Available upon request.