

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 applications. Involved in communication with internal teams to ensure specifications are met.

- Daily use of C#, SQL, TFS, and Powershell.
- Responsible for maintaining build processes and unit tests.
- 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 projects.

- Graduating May 2016 - 3.58 GPA
- Member of the Honor's College, Dean's List
- Studies include: Object-Oriented Programming, Data Structures and Algorithms, Calculus, Operating Systems, Physics, Computer Organization and Databases

Queen Mary University of London

Computer Science — Fall 2014

Studied abroad in London, England for a semester to explore cultural differences and experience the environment and history of the city.

- Studied computer science topics including Algorithms and Data Mining.
- Learned about the history of London through Architecture and Film courses.

Experience

- Unity - Experience developing and publishing projects for platforms such as iOS, Android, PC and Mac. Knowledgeable in aspects of the Unity engine including managing 3D assets, animations and lighting.
- C# - Experience working in a large scale enterprise codebase adding features and fixing bugs. Created several GUI applications including a spreadsheet client and a Boggle game clone using Visual Studio.
- 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 and using it to generate video.
- SQL - Designed and implemented a library database in MySQL which could be accessed and queried through a simple website. Work experience involves managing and updating large complex databases that handle millions of transactions.
- Java - Implemented algorithms and data structures from scratch and programmed 2D and 3D graphical applications. Used Java OpenGL to create 3D graphics and games.
- MATLAB - Utilized for projects involving statistics and data generation for Scientific Computing, Data Mining and Artificial intelligence. Experience producing reports and graphs within MATLAB to present findings.
- Version Control - Use of Git for personal projects, experience in TFS and SVN.