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 daily communication with team members and other teams within company. Worked to design software features based on business requirements.

- Daily use of SQL, C#, 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 various software.

- 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 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 clone. Programmed several games in the Unity game engine targeting a variety of platforms such as iOS, Android, PC and Mac.
- 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.
- 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.
- MATLAB - Used on many projects involving statistics and data generation for Scientific Computing, Data Mining and Artificial intelligence. Experience producing reports and graphs within MATLAB to present findings.
- Java - Implemented algorithms and data structures from scratch and programmed 2D and 3D graphical applications. Used Java OpenGL to create 3D graphics and games.
- Version Control - Use of Git for personal projects, experience in TFS and SVN.