NICHOLAS CAMPBELL

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Education

University of Virginia, School of Engineering & Applied Science
B.S. Computer Science   GPA: 3.5   **May 2021**

Technical Skills

C/C++; Java, Python, C#, Javascript, Node.js, JQuery, AJAX, HTML, CSS, SQL, PostgreSQL, MySQL, Unity, AWS, Pandas, QT, Bootstrap, MatplotLib, Django, GIT, Azure, Maven, MatLab, Tableau, Agile(Scrum) Methodology

Relevant Coursework

Cloud Computing, Databases, Web Programming, Computer Game Design, Operating Systems, Computer Architecture, Artificial Intelligence, Autonomous Vehicles, Data Structures, Software Development Methods, Theory of Computation, Digital Logic Design, Algorithms, Discrete Mathematics, Differential Equations, Probability, Linear Algebra

Experience

VASpace | Software Engineer Intern | **Jun. 2021 - Aug. 2021**
Solely developed data retrieval tool to quickly visualize, sort, manipulate, and merge launch pad data
NTConcepts | Software Engineer Intern | **Jun. 2019 - Sep. 2019**
Lead contributor to a PDF Scanning Tool that identifies duplicate and potentially outdated pages

Projects

Data Retrieval Tool | Project Lead & Programmer | **Jun. 2021 - Present**
Designed and implemented a desktop application capable of quickly visualizing, sorting, and merging large amounts of data with ease, using Python, Pyqt5, MatPlotLib, and Pandas
Overcoming Acrophobia via VR Exposure Therapy | Co-Developer | **Apr. 2021**
Developed a short VR experience to safely expose individuals with acrophobia to heights in the hopes of lessening the intensity of their phobia
Moodring Research | Project Assistant | **Jun. 2020 - May 2021**
Developed a data cleaning pipeline for a project researching the relationship between specific daily activities and mental illness using Pandas and mySQL
Overtime | Lead Programmer | **Nov. 2020**
Assisted with the development of a 2D side scroller focused around manipulating time in order to solve platforming puzzles using Unity and C#
Dashboard | DevOps Manager - https://vibe-tribe-personal-dashboard.herokuapp.com/app/ | **Jan. 2020 - Apr. 2020**
Designed and implemented the UI for Personal Dashboard's Academics section using Python, Django, and Bootstrap
Handled the majority of bug fixing
The Depths | Project Lead & Programmer | **Sep. 2019 - May 2020**
Developed core player movement abilities such as double jumps, crawling, swimming, wall jumping, and air-dashing
Implemented traps which damaged the player upon impact and the UI for health, breath, and experience
PDFUnduplicator | Project Lead & Programmer | **Jun. 2019 - Sep. 2019**
Developed a Java desktop application capable of scanning through PDF files of any size, and identifying duplicate and outdated pages 60 times faster than the previous method
Bard's Tale | Programmer | **Jan. 2018 - May 2019**
Developed the UI for the player's health and implemented the means by which the player dealt and received damage
Implemented various spell effects for altering the lighting of a room, healing the player, and shooting fireballs
Improved player and enemy movement, player and enemy collision, and removed various bugs

Activities

Theta Tau(ΘT) - Professional Engineering Fraternity | Brother | **Dec. 2018 - Now**
Student Game Developers | Project Lead & Officer | **Sep. 2017 - May 2021**
Led the development of the 2D/RPG game The Depths using Unity and C#
Assisted with the development of A Bard's Tale, a rhythm/RPG game and They're Telling Me to Run, a VR horror game using Unity and C#
Shotokan Karate Club | President | **Sep. 2017 - May 2021**