

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, 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 Developer Intern* |

Jun. 2021 - Aug. 2021

Led development on VASpace's Data Retrieval Tool(DRT), greatly enhancing the tool's functionality, usability, and efficiency

NTConcepts | *Software Developer Intern* |

Jun. 2019 - Aug. 2019

Led team of four on developing the PDFUnduplicator, and worked as a member of an R&D project evaluating the benefits of edge computing using IBM's quantum system for machine learning

Projects

Data Retrieval Tool | *Project Lead & Programmer* |

Jun. 2021 - Present

Designed and implemented a desktop application built using Pyqt5, Matplotlib, and Pandas, capable of quickly visualizing, sorting, and merging large amounts of data with ease

Moodring RAPIDS Research | *Project Assistant* |

Jun. 2020 - May 2021

Assisted Afsaneh Doryab with research into detecting mental illnesses using portable devices. Worked extensively with mySQL to create the data cleaning pipeline for the project, assisted with the development of RAPIDS

Overtime | *Lead Programmer* |

Nov. 2020

Used Unity and C# to assist with the development of a 2D side scroller focused around manipulating time in order to solve simple platforming puzzles.

Amnesia's Grace | *Sole Developer* |

Oct. 2020

Solely developed a short text based RPG, with an intuitive combat system, multiple endings, and more using Python

Dashboard | *DevOps Manager* - <https://vibe-tribe-personal-dashboard.herokuapp.com/app/> |

Jan. 2020 - Apr. 2020

Designed and implemented UI for Personal Dashboard webapp using Python, Django, and Bootstrap

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 falling boulder which damaged the player upon impact and the UI for health, breath, experience

Created leveling system which gave the player access to new abilities once he'd earned enough experience

PDFUnduplicator | *Project Lead & Programmer* |

Jun. 2019 - Aug. 2019

Developed a Java desktop application capable of scanning through PDF files of any size, removing duplicate pages, and identifying those that are outdated 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, shooting fireballs, increasing the player's movement speed, and slowing the speed of enemies

Activities

Student Game Developers | *Project Lead & Officer* |

Sep. 2017 - May 2021

Led the development of the 2D/RPG game the Depths using Unity and C#

Used Unity and C# to assist with the development of Bard's Tale, a rhythm/RPG game

Used Unity and C# to assist with the development of the VR horror game They're Telling Me to Run

Shotokan Karate Club | *President* |

Sep. 2017 - May 2021