## NICHOLAS CAMPBELL

434-851-3556 · nick.campbell0234@gmail.com · https://www.linkedin.com/in/NickHCa\_ · https://Cycerio@github.io

#### 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 Engineer Intern* |

Jun. 2021 - Aug. 2021

Developed data retrieval tool to quickly visualize, sort, manipulate, and merge launch pad data

NTConcepts | Software Developer Intern |

Jun. 2019 - Aug. 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Lead contributor to a PDF Scanning Tool that identifies duplicate and potentially outdated pages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 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

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#

Used Unity and C# to assist with the development of *A Bard's Tale*, a rhythm/RPG game and *They're Telling Me to Run*, VR horror game

Shotokan Karate Club | President |

Sep. 2017 - May 2021