

Nicholas Doherty

936 Lampwick Ct, Bloomfield Hills MI, 48304 • (248) 494-2155 • ndoherty@ltu.edu • Website: Doherty45.github.io

Professional Summary

- Experienced in fast-paced work environments dealing with time-sensitive projects
- Passionate to explore exciting career opportunities in the field of Computer Science

Education: BS Computer Science – GPA: 3.51

Lawrence Technological University, Southfield MI 48075 – 2014 - 2018

- Graduated with a Bachelor of Science in Computer Science

Northwestern Michigan College, Traverse City MI 49686 – Summer 2014

Michigan State University, East Lansing MI 48824 – 2013-2014

Employment

Milo Range Training Systems: Software Engineer – April 2019 – Current

- Developing skill-building applications in Unity for Law Enforcement and Military training
- Designing maps, rudimentary AI, Ambient Audio visuals for applications
- Managing local and released builds with Perforce

Yazaki North America: Co-op – October 2018 – March 2019– 40 hours per week

- Consistently learning about new and expanding technologies for use around the globe
- Prototyping potential solutions for factory automation
- Creating and maintaining concise code to power distributed software

Waterford Dept. of Public Works: GIS Aide – April 2016 – October 2018 – 20 hours per week

- Meeting and speaking with Waterford residents on a day to day basis
- Providing IT solutions for department employees
- Fixing hardware in water treatment plants, updating critical components when necessary

Honors

Dean's Honor Roll – Lawrence Technological University – 2016 - Graduation

Presidential Scholarship – Lawrence Technological University – 2014 - 2018

Dean's List – Northwestern Michigan College – Summer Semester 2014

Leadership

Sigma Phi Epsilon Fraternity Member – 2014-2018

- Fraternity mentor – January 2018 – Current
- Fraternity disciplinary committee – January 2018 - December 2018

ROTC Cadet – 2013-2016

- Trained for service as an Officer in the US Army Reserves
- ROTC Pathfinder Cadet (Extra Curricular group devoted to higher grades and PT scores)

Personal Projects

Coded a working Enigma machine using C

Worked with Unity and C# to build a SteamVR virtual reality game set in the Star Wars galaxy

Current Programming Knowledge

C/C++ – Intermediate

HTML5 – Beginner

Java – Beginner

C# – Intermediate

Python – Beginner