Nick Grove

Computer Science Engineer

Info

Phone
502-777-6847

Email
nickgrove.se@gmail.com

Links

Github

Skills

Java
● ● ● ● ○

C/C++
● ● ● ● ○

Swift
● ● ○ ○ ○

JavaScript
● ● ○ ○ ○

Ruby
● ● ○ ○ ○

Python
● ○ ○ ○ ○

Profile

I am a Computer Science Engineer from the University of Iowa with experience in Front-End and Mobile Development. I have a passion for UI/UX Design, and I am eager to learn more about Full-Stack Development and Software Engineering.

Employment History

Software Engineer - Internship, True Industries
Jun 2018 — Oct 2018

- Worked on their project GVE. GVE is an application that connects people to charities financially, philanthropically, and socially.
- Developed iPhone application demos in Swift/Xcode and they utilized Plaid API to connect users to charities financially.
- Implemented designs from Sympli to create sample apps for investor approval.

Education

University of Iowa, Bachelor Degree in Computer Science and Engineering
Aug 2016 — May 2020

Saint Xavier High School
Aug 2012 — May 2016   📍 Louisville, Kentucky

Projects

SplitNote - TigerHacks
Nov 2018

- We created an application that could be used to transcribe recordings of interviews, meetings, etc. and also be used to take notes on these recording.
- Programmed the user interface of the application in Swift.
- Utilized Apple's library for speech recognition

Temperature Sensor Web App - Principles of Senior Design
Oct 2019

- The project was to create a device that would read the temperature and send it to our Web App where the data can be graphed in real-time.
- I worked on the Web App in JavaScript and used the d3 library for data visualization.
- This was one of my first true JavaScript projects, and I learned a lot from working with d3 and fetching data from the device.

Scheduler App - Software Engineering Language & Tools
Dec 2019

- First time doing a Scrum Team Project
- Regularly scheduled standing meetings, and had to organize sprints
- Programmed the project in Ruby on Rails and used Bootstrap for our styling
- Used the MVC software architecture
- I primarily worked on the styling and the controllers of our application