

Nicholas J. Adamou

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Education

Hartwick College May 2020

Oneonta, NY

Major: Bachelors of Science, Computer Science

Cumulative GPA: 3.95 out of 4.0

Relevant Courses

Game Programming, Advanced Programming Techniques, Database Concepts, Building Tomorrow's Software, Project Management, Computer Security, The Internet for Fun & Profit, Single Variable Calculus, Principles of Physics I

Honors & Awards

Recipient of the *Oyaron Academic and Leadership Scholarship*, *Sigma Alpha Pi* International Honors Society Member, Summer Entrepreneurship Award / Baker-Simpson Fellow, *The Philip S. Wilder Jr. Award for Academic Distinction*, *Hartwick College Honors Program* Member, *Hartwick College Dean's List* (Fall '16 - Spring '17), *Empire8 Presidents List* (Fall '16 - Spring '17), *Empire8 Men's Tennis Sportsmanship Award* (Spring '17), *The Departmental Award for Excellence in Computer Science* (Spring '18)

Leadership

Empire8 Summit Representative (January '17), *Student Athletic Advisory Committee (SAAC)* Member, *Hartwick Men's Tennis Team* – NCAA Division III, *Computer Science Club* Member, *GitHub's Developer Program* Member, *EpicGames* Contributor

Work Experience

Advanced Electrical Services, Inc.

New Milford, CT

Web Designer and Developer

June 2017 – June 2017

Worked closely with the client to design an eye-catching website to attract more clients.

Developed the website utilizing pug, sass, gulp, yarn, and bower technologies.

Hartwick College Department of CISC

Oneonta, NY

Computer Science TA

February 2017 – May 2017

Assisted other students in *Game Programming* and *Advanced Programming Techniques* through lecturing on the fundamental concepts of programming.

Mack Media Group, LLC.

Brookfield, CT

Web Developer Intern

December 2016 – December 2016

Lead developer of the AMP website and applied Google AMP pages to develop a user-friendly home page for the agency. The AMP page conversion provided a 20% faster page load time than a traditional web page load time.

Robotics and Beyond

New Milford, CT

Student Programming Educator

June 2013 – June 2013

Developed a curriculum used to teach 7th and 8th graders the fundamentals of programming where the end project was a text-based adventure game written in Java.

Technical Skills

Operating Systems: MS Windows (7, 8, 10), Ubuntu Linux, MacOS

Languages: Java, JavaScript, Objective-C, HTML/CSS, Python, Bash, Shell, Markdown, SQL

Technologies: Node.js, Gulp.js, Git, Pug, SASS/SCSS, Babel, jQuery, Bower, Yarn

Methodologies: SMACSS, OOP, Functional Programming