








# NicholasAntonov

// Software Developer // Student // Technology Enthusiast

## About

Name  Nicholas Antonov  
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Hoboken N.J. Box S-0051  
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Github  github.com/nicholasantonov

## Skills

Coding  JavaScript  
Java, C++  
Python  
C, PHP  
Tools  Linux, Bash  
Git



## Currently Attending

Stevens Institute of Technology **Major:** Computer Science

- Upsilon Pi Epsilon CS Honors Society
- Presidential Scholarship
- Dean's List

## Experience

8/15 ~ Present **Fullstack Developer Internship** @ Occamsec

- Sole developer in a small tech company
- Responsible for creating applications for internal use
- Built tools to store, analyze, and visualize data in graph databases
- Wrote scripts to automate tasks for penetration testers

5/14 ~ 8/14 **Software Engineer Internship** @ Eikos Partners  
1/15 ~ 5/15

- Modified and extended our in-house JavaScript framework
- Refactored and built custom data visualizations using D3.js
- Built and packaged single page mobile web applications
- Worked as part of a cohesive programming team with git
- Modernized Javascript stack with tools like JSPM, Yeoman, and Gulp
- Worked with external clients to create reactive web applications

## Side Projects

- Modular Game engine with game to demonstrate features. C++, Ncurses.
- IRC bot that manipulates the chat of interactive twitch.tv streams. Python, Sockets.
- Gravity based game written for a 48 hours game jam. Java, OpenGL.
- Web based games written for 24 hour game jams. Javascript, HTML5, Canvas.
- Website for school spirit week, with a team. HTML, Javascript, CSS.
- Multiple reactive web applications using technologies such as Meteor and Mithril.