Nicholas Burgo

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EDUCATION

Southeastern Louisiana University, Hammond, LA *Expected Graduation: Fall 2026*
Bachelor of Science | Computer Science, Data Science | Major GPA 3.2
- Relevant Coursework: Object-Oriented Programming, Data Structures, Data Mining, Artificial Intelligence
- President's List (5 times) – Recognized for academic excellence

TECHNICAL SKILLS

- **Languages & Frameworks:** Java, Python, Lua, C#, ASP.NET Core, React, SQL
- **Data Analytics:** NumPy, Pandas, and Data Visualization Libraries
- **Others:** GitHub, Unity, Blender, Nav Mesh

PROJECTS

Fable Market *August 2025 – December 2025*
- Designed a full-stack book platform enabling users to browse, purchase, and review books.
- Built REST endpoints with filtering and pagination in ASP.NET Core, making it faster to locate books instead of scrolling through the entire catalog.

Multiplayer Mini Games *October 2025 – December 2025*
- Built a set of local and networked mini games in Lua/LÖVE with hosting and joining features using ENet.
- Added a lobby system, basic score tracking, and simple animations to improve the player experience.

City Rift VR *January 2026 – May 2026*
- Built a dynamic traffic system that controlled vehicle flow through intersections, enabling realistic traffic patterns inside a VR environment.
- Used Unity's NavMesh for pedestrian NPCs, allowing them to navigate the city.

Police Fitness Database *October 2025 – December 2025*
- Created a performance-tracking system for law enforcement personnel.
- Utilized Pandas and NumPy for structured data management and analysis.

EXPERIENCE

Southeastern Louisiana University, Hammond, LA *August 2025 - Current*
Teaching Assistant – Software Development.
- Assisted in teaching Software Development / OOP course.
- Mentored students in full-stack concepts (C#, SQL, React) and debugging projects.

Innovation Hub, Hammond, LA *August 2023 – Current*
Tech Assistant
- Diagnosed and resolved software/hardware issues for faculty and students.
- Supported projects involving 3D printing and VR simulations.
- Provided technical setup and support for 15 events and 10 workshops.