Nicholas Dewberry

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WORK EXPERIENCE

North Carolina A&T State University Computational Data Science Department
June 2021 – Present

Undergraduate Visualization Research Lead   *Greensboro, NC*

- Create and update 3d real-time data science applications for over $500,000 worth of VR equipment.
  - Presented to industry/government/University grant managers over 30 times unscripted with live demos.
  - Consistent hands-on technical use of Unity (C#), Unreal Engine (C++) for VR scripting/applications.
  - Used Rhino3D/Cloud Compare for digital twin and point cloud modification.
- Worked in two large research pipelines of over 10+ students to transfer disparate datasets into an interactive VR experience and to create 3d CAD models of multiple manufacturing machines such as English Wheels.
- Worked on submitting conference papers, journal papers & helping others with their academic responsibilities.
- Independently organized 5 laboratories and over 10 groups of people, led projects in a timely manner.
- Onboarded multiple people with hands-on training, creating documentation and by creating tutorials.
- Manage large data sets, meaningfully optimize them for FPS in applications/AI. (2 Gb dataset to 700 Mbs)

GAPNC Program   **June 2019 - July 2020**

IT Apprentice   *Greensboro, NC*

- Directly apprenticed for multiple IT companies around Greensboro.
- Learned hands-on IT skills; Network Administration + Installation, device/computer repair and Camera installation. Used out-of-the-box solutions to fix issues.

EDUCATION

North Carolina A&T State University   **(Jan 2022 -Present)**

B.S. Computer Science   *Greensboro, NC*

- Developed multiple (7+) video game prototypes, worked very closely with multiple teams in the Zynga Scholars program & with various hobbyists in Greensboro NC, as well as individually.
- Leader of the gaming student interest group for the Association for Computing Machinery A&T chapter, Organized talks and meetings with AAA game companies and indie developers.
- 1st place for best overall game & best concept HBCU Game Jam (Spring 2023) using Unity. 2nd place in the Honeywell Hackathon (Spring 2023). 1st Place Rockwell Automation Hackathon (Fall 2023). 1st Innovative team at the UNCG UEFN Game Jam (Fall 2023) using Unreal Engine for Fortnite, Participated in Spring 2024.

Guilford Technical Community College   **(June 2019 - Aug 2021)**

- Dean's List Fall 2020 & Spring 2021. Honors list Fall 2021. Transferred with 3.7 GPA. Secretary of the Phi Theta Kappa Honor society.
- Was a part of the NCSTEM research alliance, presented research on user engagement dependent upon media type & subject matter. Used Python 3/JSON/Pandas/web scraper APIs
- Worked full time while learning how to develop and design video games independently.

Programming Languages, SKILLS & INTERESTS

- **Programming languages**: C#,Python3,C++, Java,Rust,Javascript, Git,Github actions,React,Javascript
- **Software:** Excel, Rhino3d, Unity,Unreal,Powerpoint,Visual Studio, Trello
- **Interests**: Video game design and development. Loves tea, exercise & waking up early. Gravitates towards leadership + public speaking. Top Fighting game player in NC.
- **Keywords**: VR, Visualization, software engineering, database design, machine learning, artificial intelligence, virtual reality, early career, LIDAR, CAVE systems, Python, C#,Data science, leadership, game development.