

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
 - 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

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

- 2nd place in the Honeywell Hackathon (Spring 2023). 1st Place Rockwell Automation Hackathon (Fall 2023)
- 1st place for best overall game & best concept HBCU Game Jam (Spring 2023) using Unity. 1st Innovative team at the UNCG UEFN Game Jam (Fall 2023) using Unreal Engine for Fortnite, Participated in Spring 2024.
- Developed multiple 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.
- Ran and helped assist multiple fighting game tournaments in NC.

Guilford Technical Community College

(June 2019 - Aug 2021)

- Dean's List Fall 2020 & Spring 2021. Honors list Fall 2021.
- Transferred with 3.7 GPA
- 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
- Secretary of the Phi Theta Kappa Honor society.

Programming Languages, SKILLS & INTERESTS

- **Programming languages:** C#,Python3,C++, Java (professionally)- Rust, Javascript (personally)
Interests: Frequent work in video game engines- focusing on python-esque Godot game engine for now. Loves tea, exercise & waking up early. Loves game design & tabletop RPGs. Gravitates towards leadership + public speaking.
Keywords: VR, Visualization, software engineering, database design, machine learning, artificial intelligence, virtual reality, early career, LIDAR, CAVE systems, Python, C#