

NICHOLAS MALAMUD

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 San Diego, California

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EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE

California State University San Marcos

- Aug 2019 - Expected May 2023
- Dean's Award, **3.9 GPA**
- S-STEM Scholarship

EXPERIENCE

STUDENT ASSISTANT, CSU San Marcos (Dec 2022 - Current)

- Developing VR/MR labs in unity to be used for student instruction
- Collaborating with team members on Microsoft Teams

CLUBS

CYBERSECURITY CLUB, CSU SAN MARCOS

- National Cyber League Competition (Fall 2022):
 - Individual Game: placed 318/6675 players || <http://cyberskyline.com/report/8LNCLC4V1625>
 - Team Game: placed 77/3926 teams || <http://cyberskyline.com/report/XPYNC86BP7RN>

TECHNICAL SKILLS

- C++/C
- Python
- SQL

LANGUAGES

- C#
- Javascript
- Java

- HTML/CSS/PHP
- MIPS Assembly
- Unix Bash

SOFTWARE

- Unity
- Blender
- GitHub
- Microsoft Office
- Visual Studio
- Eclipse

PROJECTS

2022 FAST FOOD ORDERING APPLICATION (GROUP PROJECT), CSU SAN MARCOS

- Desktop food ordering application, using Swing GUI Library and a SQL Database to store info (Java, SQL)
- <https://github.com/NicholasMalamud/Fast-Food-Ordering-Application>

2022 EBOOK RENTAL WEBSITE (GROUP PROJECT), CSU SAN MARCOS

- Website that allows users to rent and upload books (HTML, CSS, PHP, SQL)
- <https://github.com/NicholasMalamud/EBook-Rental-Website>

2021 MYSIMPLEPLANNER APPLICATION, PERSONAL

- Weekly planner application to save notes/create daily to-do lists (Python)
- <https://github.com/NicholasMalamud/MySimplePlanner-Application>

2021 BLOOD MOON (GROUP PROJECT), CSU SAN MARCOS

- Unity 3D RPG game featuring a werewolf with it's objective to fight off various monsters (C#)
- Individual responsibilities: NPC dialog System, Quests, Collectables