Nicholas Pautler

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SUMMARY OF QUALIFICATIONS

- Hands-on experience with software and web development through class and personal projects.
- Experienced in delivering service through effective communication, problem-solving, and interpersonal skills.
- Demonstrated ability to work both independently and within teams to achieve project goals.

EDUCATION

University of Georgia, School of Computing — Athens, GA
Bachelor of Science, Computer Science — December 2025
Emphasis, Theoretical Computer Science — GPA: 3.80 / 4.00
Minor, Mathematics

University of North Georgia — Watkinsville, GA
General Studies — January 2021 – December 2022
GPA: 3.74 / 4.00

RELEVANT COURSEWORK

Networks, Architecture, Software Engineering, Web Programming, Algorithms, Graph Theory, Systems Programming, Human-Computer Interactions, Intro to Higher Mathematics, Computing Ethics and Society, Applied Linear Algebra, Intro to Theory of Computing, Data Structures, Discrete Mathematics, Software Development

TECHNICAL SKILLS

Programming Languages: C++, C, Java, Python, JavaScript, HTML/CSS
Operating Systems: Linux (CLI and Desktop), Windows
Tools and Technologies: Git, GitHub, FFmpeg, HLS, Unix CLI, Visual Studio, VS Code, Node.js, REST APIs

PROJECT EXPERIENCE

Apoli Systems — February 2025 – April 2025
Software Engineering Project
- Developed a full-stack cinema e-booking system on a 5-person team, supporting end-to-end ticket purchasing.
- Led frontend design using paper sketches and Figma, aligning user and admin interfaces.
- Implemented user authentication, seat selection, and ticket purchasing flows, enabling secure bookings.
- Managed the GitHub repository and version control to allow for parallel feature development.

3D Model Viewer — July 2024 – August 2024
Personal Project
- Implemented custom matrix and vector operations in Java to support 3D transformations.
- Developed a graphical application for viewing 3D models using concepts from Applied Linear Algebra.
- Designed perspective projection enabling real-time rotation, translation, and scaling.
- Integrated JavaFX to create an interactive environment for viewing .obj files.

Unisex Bathroom Search — January 2024 – February 2024
Personal Project
- Designed, developed, and deployed a self-hosted website to search for unisex bathrooms on the UGA campus.
- Incorporated testers' feedback to evaluate and improve the website's functionality and usability.
- Built the site using HTML, JavaScript, and CSS, focusing on an intuitive user interface for easy building searches.
- Deployed the website on a personal server running Ubuntu Server and utilized Cloudflare for security.

PROFESSIONAL EXPERIENCE

UGA Small Satellite Research Lab — Athens, GA
MOCI Flight Software Team — August 2024 – December 2025
- Contributed as a Flight Software Developer for the Multi-view Onboard Computational Imager (MOCI).
- Executed Day-In-The-Life testing to simulate mission scenarios and ensure system reliability.
- Built the Reception Handler, a telemetry component that decodes raw radio data into human-readable flight data.
- Conducted verification checks to validate flight readiness of MOCI.
- Collaborated across teams to support hardware/software integration.