Nick Hageman

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EDUCATION

University of Iowa   Aug 2021 – May 2025
Bachelor of Computer Science and Engineering (B.S.E)   *GPA 3.89*
- **Coursework**: Data Structures, Intro to AI & Machine Learning, Computers in Engineering, Discrete Structures
- **Extracurriculars**: Association for Computing Machinery, Google Developer Student Club, UIowa Hyperloop

EXPERIENCE

University of Iowa ECE Department   Jan 2023 – Present
Teaching Assistant   *Iowa City, IA*
- Delivered a range of teaching and assessment activities, including tutorials directed toward learning C++
- Held office hours to assist students debug code and understand advanced programming concepts
- Participated in the assessment process using a variety of methods and techniques to provide practical, timely, and appropriate feedback to students

Bio::Neos   May 2022 – Aug 2022
Software Development Intern   *Coralville, IA*
- Developed an IoT web application to monitor soil moisture levels in real time
- Regularly consulted with my supervisor to ensure I was following industry-standard software development practices and meeting our weekly objectives
- Created RESTful APIs to receive, handle, and render visualizations of data captured from a microcontroller

PROJECTS

Real Estate Business Website | *JavaScript, Node.js, Three.js, Docker, AWS*
- Developed a web application for home builder to expand marketing and customer communication
- Utilized LiDAR technology to capture and render interactive 3D floorplans of available homes
- Implemented an interactive satellite map to display available properties to customers
- Managed and deployed the application using Docker in an AWS hosting environment

LeetGPT | *React, OpenAI, Material-UI, Bootstrap*
- Developed a chrome extension tool that provides LeetCode users with real time solutions to coding problems
- Leveraged OpenAI's ChatGPT Language Model API for generative solutions
- Added functionality enabling users to create additional custom prompts for seamless interaction with the API

Desktop Native Chat Application | *React, Electron.js, MongoDB, socket.io*
- Implemented MongoDB as a database management system for storing user data and chat history
- Leveraged web sockets for bidirectional and low-latency communication
- Enforced a rate limiting policy for server requests, preventing up to 99% of brute-force attacks

LEADERSHIP

UIowa Hyperloop   Jan 2023 – Present
Systems Team
- Contributed to the design of C++ software for a pod to compete in the annual SpaceX hyperloop competition
- Collaborated with the team in the assessment and testing of code
- Researched and implemented components that assisted in the pod's wireless control

TECHNICAL SKILLS

Languages: C++, Python, Java, JavaScript, Typescript
Frameworks & Libraries: Express, React, JUnit, Bootstrap, Pandas, NumPy
Other: Docker, Node.js, Electron.js, MongoDB, SQLite, Git, RestAPI, HTML, CSS