

Nick Hageman

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EDUCATION

University of Iowa

Aug 2021 – May 2025

Bachelor of Computer Science and Engineering (B.S.E)

GPA 3.87

- **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

John Deere

May 2023 – Present

Software Engineer Intern

Moline, IL

- Wrote production code for an internally used application using React.js and Spring impacting **20k+** monthly users
- Implemented API endpoints and managed MongoDB collections to efficiently store and retrieve user preferences
- Developed unit & integration tests using Docker, Jest, and Puppeteer to prevent bugs from entering production

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 **70+** students debug code and understand advanced programming concepts
- Coordinated with professors to contribute to the development and enhancement of the curriculum

Bio::Neos

May 2022 – Aug 2022

Software Development Intern

Coralville, IA

- Built an IoT dashboard application displaying soil moisture data using embedded C++ and JavaScript
- Designed a relational database using SQLite to efficiently store and manage data acquired from microcontrollers
- Built new routes in an Express RESTful API to handle HTTP requests, allowing for streamlined data transfer

PROJECTS

Real Estate Business Website | *React, PostgreSQL, Three.js, Docker, AWS*

- Developed a web application for home builder to expand marketing and customer communication
- Integrated a **Content Management System** (CMS) for the client to dynamically add 3D CAD floorplans
- 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

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, Unix