

# 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*

- Contributed to the development of an internally used application by introducing and integrating new features
- Implemented API endpoints and managed database collections to efficiently store and retrieve user preferences
- Practiced test-driven development methodologies to write robust and maintainable code, ensuring software reliability and reducing bugs

### University of Iowa ECE Department

Jan 2023 – May 2023

*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
- Designed a relational database using SQLite to efficiently store and manage data acquired from microcontrollers
- Created RESTful APIs to handle HTTP requests, allowing for streamlined communication and data transfer

## 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

## 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