Nicholas T Hageman

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Education

The University of Iowa | Iowa City, IA   Aug 2021-May 2025
Bachelor of Computer Science and Engineering (B.S.E)
- GPA: 3.83/4.00

Engineering Experience

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

Bio::Neos, Iowa City, IA   May 2022-Aug 2022
Web Development Intern
- Developed an IoT web application to monitor soil moisture levels in real time
- Created RESTful APIs to receive and handle sensor data from a microcontroller
- Presented data from a relational database using a JavaScript graphing library

Projects

Personal Website: www.nickhageman.com (for additional information and projects)

Desktop Native Chat Application (React, JSX, MongoDB)
- 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

Real Estate Business Website (JavaScript, AWS, Docker) www.hageman-homes.com
- 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

NBA Data Machine Learning Competition (Python, scikit-learn, Pandas)
- Determined the optimal regression model to make predictions on NBA scoring data
- Performed feature engineering to yield better performance and accuracy
- Split data into testing/training datasets using the sci-kit learn Python library

Leadership

UIowa Hyperloop Club, Iowa City, IA   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

Association for Computing Machinery Chapter, Iowa City, IA   Aug 2021-Present
- Attended guest speaker presentations to gain insight on computing technologies
- Participated in hackathons and other coding competitions
- Interacted with club members for interview preparation and resume reviews

Languages, Technologies, and Skills

- C++, Python, JavaScript, HTML/CSS, Java, MATLAB
- AWS, React, Node, Docker, RESTful API, MongoDB, Electron, Git