Nick Hageman

563-552-9940 | nickhageman8@gmail.com | linkedin.com/in/nicholas-hageman | https://github.com/Nick-Hageman
www.nickhageman.com

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
- 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 **70+** 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*
- 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 | *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