Nicholas McGee

(250)-421-0725 nicholas.r.mcgee@gmail.com
https://www.linkedin.com/in/nicholas-r-mcgee
https://github.com/Nick-McGee

EDUCATION

B.Sc. Computer Science — Sept. 2017 – Aug. 2021
University of British Columbia, Okanagan — *Kelowna, British Columbia*

- Awarded Dean's List designation in fourth year for exceptional academic achievement.

SKILLS

Languages: Python, HTML, CSS, JavaScript, SQL, Java. [Up to 5 years of experience].
Technologies: React, NodeJS, Bootstrap, MySQL, Flask, NumPy, Git, SSH, Linux.

SCHOOL PROJECTS

Microsoft and Mojang Capstone Project — Sept. 2020 – Apr. 2021
https://github.com/yyht6300a/499Project-Minecraft-C

- Delivered a full-stack machine learning teaching platform in Minecraft Education in 8 months that features an interactive Python coding environment with lesson instructions.
- Coordinated with principal engineers at Microsoft to define the project's scope and deliver reports.
- Featured at an internal event with ~100 engineers and executives with overwhelming approval.
- *"You [Nick] were instrumental in the project being a success (across all the teams). They were lucky to have you helping drive the effort."* – Jeff McKune, Principal Dev. Lead at Microsoft.

Fantasy Sports Predictions with Decision Trees — Apr. 2021
https://drive.google.com/file/d/1AjeiQfBuQneDVBBEtxaDxjLT05Wh-eVa/view?usp=sharing

- Used several thousand data points with over 1 million predictors to create a boosted decision trees model with over 95% accuracy to predict NBA fantasy scores.
- Wrote a publishable research paper with generated graphs and tree images for data visualization.

MyUni 24 Hour Hackathon Project — Jan. 2020
https://github.com/Nick-McGee/readIDs

- Wrote backend web application in PHP to authenticate user registration forms with student ID cards so users can quickly enter their information with a picture, rather than typing out their data.
- Utilized Google Cloud computer vision APIs to extract student names and numbers from student ID cards in a matter of seconds.

PERSONAL PROJECTS

Audio Streaming Discord Bot — Nov. 2021
https://github.com/Nick-McGee/discordBot

- Developed and deployed a Discord Bot in Python on Ubuntu Server, where users can queue audio via a search query, or YouTube URL, and stream audio from YouTube to a Discord voice channel.
- Implemented concurrency with Async IO to improve the overall performance and responsiveness of commands, and reduced minutes of load time to less than 5 seconds with large playlists.