

Nick Pleva

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Education

University of Vermont (UVM), Burlington, VT

Expected Graduation: May 2026

Bachelor of Computer Science

Major GPA: 3.7

- **Relevant coursework:** Website Development, Algorithm Design and Analysis, Database Systems, Cybersecurity, Intro to Artificial Intelligence, Operating Systems, Mobile App Development, Machine Learning

Yonsei University, Seoul, South Korea

Spring Semester, 2025

Semester Study Abroad

- **Relevant coursework:** Participated in a research study by Theodore Jun Yoo on how video games can create connections with people and cultures across the globe, as well as improve language learning skills.

Technical Skills

- Python
- Java
- Swift
- C++/C
- SQL/SQLite
- HTML/CSS/Javascript
- Git/Github
- RaspberryPi
- Project Management
- Visual Studio Code
- Communications

Related Projects

Reclassifying Steam Games with Multi-Input CNNs, University of Vermont, VT

August 2025 - December 2025

- Built a model with a team using convolutional neural networks in python to find comparisons in different games on Steam
- Graphed using Matplotlib to create confusion matrices to visually show the relationships of different tags that games have
- Overall goal of the project was to create the initial steps of a better search algorithm for the Steam Store

Wobbly Wizard Mobile App Game, University of Vermont, VT

August 2025 - December 2025

- Worked with a group of four using SwiftUI in xCode to make a mobile app that is linked to a Firebase server
- Added social aspects to the game to allow users to connect with other players when playing the game
- Encourages people to go outside and be active and uses apples HealthKit in Swift to track users steps to use in game
- Developed various means for the user to interact with the different app screens through SwiftUI

Restaurant Database with User Interface, University of Vermont, VT

November 2024 - December 2024

- Coded primarily in Python and SQL, using the Pandas extension to access SQL databases
- Crafted a UI displayed in the terminal to interact and travel through the different functions
- Included program functionality like ordering food, placing reservations, admin access to edit menu, etc.
- Front end is Python, with it resting on a back end running various SQL queries

Dodge Game, University of Vermont, VT - <https://github.com/Nick-Pleva/Collect-And-Dodge-Game>

January 2024 - May 2024

- Partnered with a friend/classmate to make a game using C++ and a Graphics Engine that uses Open GL
- Designed screens that are traversed through user input, where each screen is tied to enumerated values
- Gameplay is to use the arrow keys to move around the screen; Goal is to collect supplies while dodging enemies
- Created graphics that showed lives remaining as well as a safe zone for the player

Work Experience

Teaching Assistant for CS Evening TA Hours - Burlington, VT

August 2024 - Present

University of Vermont

- Provide assistance to students from many of UVM's computer science classes, which use Python, Java, C++, and SQL.
- Help students if they have any questions from class and guide them to better understand the material in the courses

Counselor for Community Education - Chelmsford, MA

August 2021 - August 2024

Chelmsford Community Education

Afterschool Pre-k Junior Counselor

August 2021 - June 2022

Summer Camp Counselor - SummerFest (Elementary)

July 2021 - August 2022

Summer Camp Counselor - SummerQuest (Middle School)

Summers July 2023 - August 2025

- Assisted with teaching a pre-k class, as well as make sure they were safe while playing after learning
- Lead multiple activities at SummerFest, ranging from active games outside to different crafts and puzzles indoors
- Accompanied 40 middle schoolers on daily field trips around the state, making sure they had a fun and safe time

Achievements & Extracurricular

Boy Scouts - Chelmsford, MA

Fall 2015 - February 2022

Troop 75, Chelmsford, Spirit of Adventure Council, Scouting America

- Lead countless meetings, campouts, and service projects
- Heavily involved with planning, running, and instruction activities in the troop

Eagle Scout Award & Project - Planned, fundraised, and built handicap accessible picnic tables for a local park

May 2022