Nicholas Belev

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CS & Finance McGill senior (3.94 GPA) with 2 Developer and Quant Analyst internships, building production-ready software & API systems; seeking full-time roles in software engineering, data science, and finance.

Education

Bachelor of Science in Computer Science and AI | McGill University | Montreal, QC (Aug 2022 – May 2026)

Business Minor in Finance • CGPA: 3.94

Key Courses: • Data Structures & Algorithms • AI/ML • Data Science • Statistics • Software Design • Robotics

- NLP Computer Vision OS Finance Blockchain & Cryptocurrency Financial Accounting
- > Exchange Semester in CS & AI | IE University | Madrid, Spain (Jan 2025 Jun 2025)

Certifications and Awards:

- Cybersecurity Foundations, Google Cloud
- Stock Market and Investment Research, Bentley University
- Xerox Award for IT Innovation, University of Rochester
- Data Visualization in JavaScript, UMass Amherst
- AI Fluency, Adava University

Technical Expertise

Programming – Python (pandas, NumPy), Java, C / C++,
JavaScript, OCaml, Assembly

Data & Analytics – Power BI, Jupyter / Colab, R

Data bases / SQL – PostgreSQL, Microsoft SQL Server, SQLite
Cloud / DevOps – AWS EC2, Docker, FastAPI, Git, Linux / Unix
Productivity – Excel (advanced formulas, VBA), PowerPoint, Word

Professional Experience

Production Software Developer Intern | Northfield Information Services | Boston, MA (May 2024 – Sep 2024)

- · Automated pipeline for migration of 16,000 legacy risk-model files into PostgreSQL with Python, delivers query data in < 100 ms.
- · Benchmarked distributed database systems (SQLite, PostgreSQL, and MS SQL Server) on 1 TB of risk data; SQLite delivered 1.5x faster.
- · Developed and **Docker**-deployed a **FastAPI** service with PyODBC, facilitating secure, low-latency client access to risk data (< 220 ms), with metrics-driven monitoring.

Quant Analyst - Developer Intern | Northfield Information Services | Boston, MA (May 2023 – Sep 2023)

- · Implemented **portfolio optimization algorithm** using Python and Northfield's Optimizer API, optimizing for risk-return trade-off and respecting individual preferences across aggregated "Household" portfolios.
- Developed data modeling and analytics pipelines in Python and SQL to extract **time-series** and **cross-sectional risk** factors, enabling data-driven **volatility** analysis. Monitored volatility metrics; identified risk exposures, facilitating quantitative risk alerts for client portfolios.
- · Designed and implemented data structure in **credit rating estimation** solution, enhancing reliability of risk analysis.

Treasurer | McGill University Sailing Team | Montreal, OC (Nov 2023 – Present)

- · Manage \$100K in assets, prepare annual budget, report financial status to McGill Athletics for audits and tax filings; oversee balance sheet, cash flows, event-expense tracking; conduct **performance-to-cost analysis**, revealing 17x higher point efficiency at low-cost regattas.
- · Forecast expenses with 96% accuracy by applying statistical methods, enabling long-term cost planning aligned with sustainability goals.
- · Co-led fundraising initiatives; increased team assets by \$20K in 1 year.

Highlighted Projects

Stock Evaluation Utility | Dec 2022 – Apr 2023

- · Developed a Python application to evaluate potential stock over- or under- valuation and forecast future performance.
- · Parsed financial statements and stock data from Yahoo Finance using Pandas, Requests, and Selenium Libraries.
- · Calculated fundamental analysis ratios and derived a **multivariable regression** with autoregressive terms to capture momentum and reversals in stock behavior.

Gaze Tracking Software & Gaze Pattern Analysis (on GitHub) | Jan 2024 – May 2024

- · Developed a real-time computer vision system with **OpenCV** and **MediaPipe** to analyze visual focus on magazine covers.
- · Mapped gaze-tracking data using perspective transforms; generated heatmaps and trajectory plots to visualize user attention patterns.
- Informs data-driven magazine cover optimization (e.g. color scheme) through identified links between design choices and gaze behavior.

AI Player for Othello (on GitHub) | Oct 2024 – Dec 2024

- · Designed an Othello game-playing AI, combining **Alpha-Beta pruning**, iterative deepening **Minimax**, and Zobrist hash state caching.
- · Developed a game-state evaluation heuristic assessing stability, mobility, and position metrics, leveraging move-order techniques to calculate an optimal move **under 2-second time** and 500 MB memory constraints.
- · Achieves 100% win rate vs. Greedy agents; 99% win rate vs. Stochastic agents; 80% win-rate vs. top peers' Minimax agents.