

# Nicholas Privitera

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## EDUCATION

**Santa Clara University | Santa Clara, CA**

Expected Graduation: June 2019

**Major:** B.S., Computer Science (Emphasis in Algorithms and Complexity)

**Minor:** Mathematics

**Computer Science Coursework:** Object-Oriented Programming, Data Structures, Theory of Algorithms, Graph Algorithms, Operating Systems, Programming Languages, Design & Management of Software

**Mathematics Coursework:** Graph Theory, Combinatorics, Mathematical Logic, Linear Programming

## TECHNICAL SKILLS

C++, C, HTML, CSS, JavaScript, Python, C#, Unity

## EXPERIENCE

**Coding Instructor | MVCode | September 2018-Present**

- Introduced students ages 6-15 to programming and game development
- Supervised and assisted students as they completed project-based curricula in HTML, CSS, JavaScript, and Unity
- Monitored progress and set goals for students to ensure continual improvement

**Instructor | theCoderSchool | July-August 2018**

- Educated students ages 8-15 in the fundamentals of HTML, CSS, JavaScript, and Python
- Guided students through the creation of personal websites and games

**Instructor | Bay Area Pathways Academy | May-July 2018**

- Created lesson plans centered around the use of game development software such as GameMaker and Construct 2
- Helped students ages 10-15 build confidence and ability in programming by guiding them through the development of their own video games
- Drafted and enforced a disciplinary policy to maintain a productive and positive learning environment

**Volunteer STEM Instructor | Apollo High School | September-December 2017**

- Led a class of underprivileged high school students in hands-on engineering activities to generate interest in potential STEM careers

## PROJECTS

**Blockitect VR**

- Designed and constructed an open-ended virtual reality game to be experienced using the Oculus Rift
- Utilized: Unity, C#, Visual Studio, Autodesk Maya

**U-Adopt ([uadopt.netlify.com](https://uadopt.netlify.com))**

- Collaborated with a team to develop a website; integrated the site with a database by using PHP
- Primarily responsible for developing JavaScript to enable page interactivity and pass query strings between pages
- Utilized: HTML, CSS, JavaScript, Bootstrap

**Maze Generator**

- Adapted graph algorithms to develop a console application which generates and displays solvable mazes
- Utilized: C++, Graph Algorithms

## ACTIVITIES

**Contestant | William Lowell Putnam Mathematical Competition | December 2017**

- Contested in national university Mathematics competition, and prepared by attending a quarter-long seminar in problem solving