

NICK RUSSERT

858-717-2732 | russertnick@gmail.com | San Diego, CA | <https://www.linkedin.com/in/nick-russert-08372426a/>

Problem solving Software Engineer with a strong interest in Machine Learning and Artificial Intelligence. Passionate about leveraging AI and data-driven solutions to solve real-world problems and impact everyday lives.

EDUCATION

San Diego State University, San Diego, CA
Bachelors of Science in Computer Science

Expected Graduation Date: May 2025
GPA: 3.7

PROJECTS

Crypto Price Prediction Using Online LSTM

Python & Predictive Models

- Developed an LSTM online learning model to predict Bitcoin price fluctuations
- Demonstrated higher return values using online learning, outperforming static models and buy and hold strategies

ASL Hand Sign Classification

Python & AI

- Used Python to classify American Sign Language hand signs from a large dataset.
- Implemented CNN, Regression, and Computer vision techniques to analyze and predict hand gestures with high accuracy.
- Demonstrated the ability to apply AI techniques to real-world problems.

Battery Data Analysis for Aztec Electric Racing

Python with Big Data

- Led the development of software that monitors and optimizes battery performance for an electric race car.
- Applied data analysis techniques to ensure optimal vehicle performance, resulting in improved efficiency during races.

WORK AND LEADERSHIP EXPERIENCE

Bartender, Din Tai Fung

January 2021 - Present

- Providing exceptional customer service and creating a welcoming atmosphere

TECHNICAL SKILLS

Programming Languages: Python, C++, Java, Haskell, Prolog, Assembly languages

Tools & Technologies: Linux, SQL, Jupyter Notebooks, MATLAB, AWS, Git

Software Development: Object Oriented Programming (OOP), Algorithms, Data Structures

Web Development: HTML, Rest APIs, Web UI, JavaScript

ML & AI: Computer Vision, Sentiment Analysis, Predictive Modeling, Neural Networks

Database Management: SQL Query Analyzer, Database Testing

Libraries: Pandas, NumPy, Matplotlib, PyTorch, TensorFlow