

# Nicholas Turenne

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nickturenne.github.io

## PROJECTS

### Beyond The Quintessence

NOVEMBER 2022 - PRESENT – *Unity, Solo, Personal*

- Utilizing various object-oriented concepts and patterns to achieve organization and desired play style (observer pattern, state pattern, polymorphism).
- Implementing graph-based algorithms to achieve the grid-based traversal and game play (breadth first traversal, A\* pathfinding, Bresenham path).

### Student Success Experiment

MAY - AUGUST 2025 – *Python/SQL, Group, Professional*

- Performed E.T.L. processes on large amounts of student data in Microsoft Fabric to extract necessary information to construct a predictive model.
- Conducted exploratory data analysis to identify patterns, anomalies, and K.P.I.'s using visualizations and statistical summarizations.
- Assisted in developing a predictive model using scikit-learn to identify leading indicators to classify student success or failure.

### UFC Fight Stats Visualizer

FEBRUARY - MARCH 2025 – *Python, Solo, Personal*

- Created a Web Scraper using the BeautifulSoup library to gather fighter matchup information for the most recent UFC event.
- Visualized the gathered fighter information to provide quick and clear fighter matchup insights.

### ArtChart

SEPTEMBER - DECEMBER 2024 – *Kotlin/Android Studio, Group, Academic*

- Created an app using Kotlin and Android Studio for a class project resulting in an A grade for the project.
- Implemented various different services and Google Map components to ensure a smooth user experience (location services).

## WORK EXPERIENCE

### Junior AI and Data Analyst – SFU'S Big Data Hub

MAY 2025 - AUGUST 2025

- Worked in an agile scrum environment to effectively complete tasks on time.
- Collaborated with data scientists to implement a predictive model to identify student success.

### IT Analyst – Shared Services Canada

MAY 2023 - DECEMBER 2023

- Assisted client's in troubleshooting various technical issues to give clients a smooth work experience.
- Managed the creation, deletion, and transfer of various client email accounts to create a seamless transition period for clients.

## EDUCATION

### B.Sc. Computing Science – Simon Fraser University

SEPTEMBER 2020 - DECEMBER 2025

- Overall GPA: 3.53, Computing Science GPA: 3.72
- Artificial Intelligence, Machine Learning, Databases, Mobile Application Development, Data Structures and Algorithms, Data Analytics, Software Development, Visual Computing, UI/UX Design, Web Development, Security.

## LANGUAGES

C/C++  
C#  
Python  
Rust  
SQL  
Kotlin/Android Studio  
Java  
MATLAB  
JavaScript

## SKILLS

### Technical

Linux/Unix  
Windows  
Git/Version Control  
Unity, Godot  
Microsoft Fabric/Power BI  
Microsoft Azure  
HTML/CSS  
Data Analysis  
Databases (relational and non-relational)  
Object-oriented programming (OOP)  
Functional programming

### Practical

Communication  
Team work  
Fast learner  
Working under pressure  
70 W.P.M. typing speed  
Punctuality  
Attention to detail

## ACCOLADES AND AWARDS

### Member of the SFU Video Game Developer Club

Simon Fraser University

SEPTEMBER 2021 - DECEMBER 2025

### Member of the SFU Lacrosse Team

Simon Fraser University

OCTOBER 2024 - APRIL 2025

### Dean's Honour Roll

Simon Fraser University

SPRING 2023, SPRING 2024

### B.C. Provincial Lacrosse Champion

Coquitlam Adanacs

2016, 2017, 2018, 2019, 2021, 2022

### Field Lacrosse National Champion

Team B.C. Lacrosse

SEPTEMBER 2017