

Nicholas Turenne

Coquitlam, British Columbia
604-710-7414
nbt1@sfu.ca
linkedin.com/in/nick-turenne-356472347/
nickturenne.github.io

PROJECTS

Beyond The Quintessence

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

- Currently developing a rogue-like game using the Unity game engine and the C# language to enhance my programming abilities.
- 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).

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 – *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).

Ratman

SEPTEMBER - DECEMBER 2022 – *Java, Group, Academic*

- Developed a game in Java in a small team of four for a class project resulting in an A grade for the project and the class.
- Tested various features of the game using JUnit as our testing framework to ensure an error free experience.

WORK EXPERIENCE

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.

Warehouse Colleague – Jysk

JULY 2022 - MAY 2023

- Kept inventory on furniture stock in the warehouse to maintain productivity.
- Assisted customers in loading large furniture items and general shopping needs to ensure customer satisfaction.

EDUCATION

B.Sc. Computing Science – Simon Fraser University

SEPTEMBER 2020 - PRESENT

- 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#
SQL
Kotlin/Android Studio
RISC-V
Java
Python
MATLAB
JavaScript

SKILLS

Technical

Linux/Unix
Windows
Databases (relational and non-relational)
Git
Unity
HTML/CSS
Object-oriented programming (OOP)
Functional programming
Requirements engineering

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 Lacrosse Team

Simon Fraser University
OCTOBER 2024 - PRESENT

Member of the SFU Video Game Developer Club

Simon Fraser University
SEPTEMBER 2021 - PRESENT

Dean's Honour Roll

Simon Fraser University
SPRING 2023, SPRING 2024

Six Time B.C. Provincial Lacrosse Champion

Coquitlam Adanacs
2016, 2017, 2018, 2019, 2021, 2022

Canadian Field Lacrosse National Champion

Team B.C. Lacrosse
SEPTEMBER 2017