

Nicholas Turenne

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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