Nicholas Filipov

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EDUCATION

University of Illinois at Chicago (UIC)   *May 2025*
Bachelor of Science in Computer Science with a Concentration in Software Engineering
Graduating Cum Laude   *Major GPA: 3.82/4.00*

OBJECTIVE

Highly driven Computer Science graduate looking to utilize my knowledge and practical skills in a challenging role across software engineering and comparable fields. I'm a very motivated and results-driven team player, who is eager to help develop innovative solutions and contribute to cutting-edge technology at a thriving and forward-thinking company.

COURSES

Computer Science: Program Design, Programming Practicum, Data Structures, Software Engineering, Software Design, Systems Programming, Computer Algorithms, Database Systems, User Interface Design, and Video Game Design
Math: Calculus 1-3, Probability and Statistics for Engineers, Linear Algebra, and Introduction to Advanced Mathematics.

SKILLS

Programming Languages: C++, C, Java, Python, SQL, NoSQL, Ruby, Kotlin, C#, F#, TypeScript, HTML, CSS, JavaScript
Software/Frameworks: React, Design Patterns, GitHub, MySQL Workbench, MongoDB, JIRA, Unity, VS Code, Android Studio, Eclipse, RubyMine, MS Office Suite (Word, Excel, PowerPoint)

CERTIFICATIONS

- **Microsoft Certified**: Azure Fundamentals (2024)

WORK EXPERIENCE

Datacenter Technician II (Contract through Insight Global) – Microsoft   **July 2025 - Present**
- Maintained and deployed datacenter hardware, including servers, switches, racks, and storage devices to ensure uptime and performance. Created rack layouts to support efficient deployment and airflow.
- Supported day-to-day operations by monitoring equipment and resolving hardware issues.

IT Intern – John B. Sanfilippo & Son, Inc.   **May 2023 - August 2023**
- Worked in multiple areas of the IT Department. Hands-on training and experience in configuring and installing electronic devices, troubleshooting the computer system, and various software.
- Shadowed multiple IT experts to develop a comprehensive understanding of technology infrastructure and maintenance best practices.

Mobile Application Developer Intern - University of Illinois at Chicago   **June 2022 - August 2022**
- Developed Android applications using Kotlin and Android Jetpack Compose, establishing a strong foundation in mobile app development.
- Developed a diverse portfolio of utility and game applications to build hands-on experience in mobile development.

PROJECTS

Rare Task Reminder (01/2025-05/2025):
- Collaborated on a UI design project to help busy homeowners track infrequent maintenance tasks by following the full design process. Created a problem statement, proposed the solution, developed and user-tested paper and digital prototypes, and built the final interactive website using HTML, CSS, and JavaScript.

SQUEEZE! Financial Literacy Game – Unity 2D Game (PC) (01/2025–05/2025):
- Collaborated within a team to design and develop a 2D Unity educational simulation game, incorporating real-time inventory systems, customer behavior logic, performance-based ratings, and financial analytics; applied Agile methodologies, utilizing Scrum, Jira, and other best practices in software development.

Database Systems (11/2024):
- Developed and deployed a Node.js RESTful API on a GCP Virtual Machine, integrating MySQL and MongoDB databases using secure, parameterized queries to get user's desired outputs.

Money Management Project (08/2024-11/2024):
- Designed and created a mobile money management application for Android devices, using Android Studio and Firebase Realtime Database to store and retrieve user information and app data from documents.