

# 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 theoretical knowledge and practical skills in a challenging role across software engineering, data engineering, and comparable fields. I am a very motivated and results-driven team player, who is eager to help develop innovative solutions and contribute to cutting-edge technology initiatives 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

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 wanted 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.

## VOLUNTEER WORK

- Volunteered at Buffalo Grove, Arlington Heights Park district, the Wheeling Library, and Food for Greater Elgin.