Nicholas A. Laviano

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SUMMARY

Software Engineering student building and testing real systems in team environments. Shipped test contributions to open-source Java libraries using JUnit, Mockito, Maven, and Git workflows. Seeking a Software Engineering Internship focused on frontend/backend development and testable, maintainable code.

EDUCATION

Bowling Green State University — **Bowling Green, Ohio**
B.S. in Software Engineering — *Expected Graduation: 2026*

- **GPA:** 3.72/4.00, *Dean's List, Member of Cyber Security Club*

SKILLS

Languages: Python, Java, C++, JavaScript, SQL, HTML/CSS
Testing: JUnit, Mockito, Maven, test design, CI, pytest
Tools: Git, GitLab/GitHub, Linux, OMNeT++
Core: OOP, debugging, code reviews, design patterns

EXPERIENCE

Zone Aviation — **Elyria, Ohio**
Website Designer (Freelance) — *July 2025 – Present*

- Implemented SSL and backup workflow, reducing downtime risk and enabling rollback before production updates.
- Updated content, fixed broken links, and improved site navigation for clearer user flow.
- Performed updates in a local/staging environment before deployment to avoid breaking production.

Chipotle — **Bowling Green, Ohio**
Certified Trainer — *June 2022 – Present*

- Trained new employees while balancing part-time work with full-time coursework.

PROJECTS

Open-Source Unit Testing Contributions

- Authored 10 JUnit tests across AssertJ and Apache Commons Text; submitted PRs through fork-branch workflow and resolved CI feedback.
- Used Mockito for isolation and applied boundary value and equivalence partitioning to cover edge cases (nulls, empty input, unicode, etc.).

Capstone: Texas Hold'em Decision Program

- Built a hand evaluation and decision recommendation engine for all-in decisions using game theory and backwards induction concepts.
- Implemented unit tests, CI, and code reviews, documentation, weekly sprints, and monthly iterations in GitLab.
- Worked with a real team and delivered to a client with requirements and milestones.

C++ Refactoring Project

- Refactored an existing C++ codebase using Extract Method, Move Method, and Replace Type Code with Subclasses.
- Introduced polymorphism and improved design to have high cohesion across multiple classes.
- Worked in a team using issues, topic branches, pull requests, and code reviews.

Chart Generator Software Design

- Designed a command-line chart generation system using use cases, UML diagrams, and sequence diagrams.
- Applied SOLID principles and design patterns to improve extensibility and maintainability