Nicolas Winsten

nicolaswinsten@email.arizona.edu

Skills Summary

- Scala, Python, C, Java, Ruby
- SQL, Flask framework
- 3D modeling, Epilog laser printing

- Arduino microcontrollers
- Unity game engine
- Prolog, Haskell

Education

University of Arizona, College of Science

Major: Computer Science, Class of 2022   **GPA: 4.0/4.0**

University High School

Graduated 2018 with honors

Employment

University of Arizona SALT Center, Feb 2019 – Dec 2019

- Tutored university students with learning difficulties in math and computer programming
- Developed skills in reframing concepts and adaptable teaching methods in order to accommodate variety of students with differing difficulties and learning styles

Sunshine Swim School Instructor, Summer 2018

- Worked independently and in a team to teach children and teenagers of all skill levels how to swim
- Created lesson plans designed specifically for certain students' abilities

Relevant Coursework

- ECE: Computer Programming in Engineering Applications
- CSC: Computer Programming I & II
- ISTA: Game Development
- ISTA: Creative Coding
- CSC: Web Programming

- CSC: Cloud Computing
- CSC: Analysis of Discrete Structures
- CSC: Software Development
- CSC: Object-Oriented Programming & Design
- CSC: Comparative Programming Languages

Relevant Project Experience

WikiRacer

- A bot that can play the Wikipedia Game very fast!
- https://github.com/NicolasWinsten/wiki-racer

WebViz

- A tool for visualizing, interacting, and traversing with graph data
- https://github.com/NicolasWinsten/web-viz

Awards and Acknowledgements

Highest Academic Distinction 2018 – 2020

Completed 60 consecutive class credits at the University of Arizona with a 4.0 GPA.