

Nicolas Winsten

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Education

University of Arizona, College of Science

Major: Computer Science, Class of 2022

GPA: 4.0/4.0

Highest Academic Distinction 2018 – 2020

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

Skills Summary

- Scala, Java, Python, C, Ruby
- SQL, Flask framework
- 3D modeling, Epilog laser printing
- Arduino microcontrollers
- Unity game engine
- Prolog, Haskell

Employment

University of Arizona Computer Science Tutor Center, Feb 2020 – Present

- Tutored university students in a wide range of computer science concepts

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

Relevant Coursework

- Computer Programming in Engineering Applications
- Computer Programming I & II
- Game Development
- Creative Coding
- Web Programming
- Cloud Computing
- Analysis of Discrete Structures
- Software Development
- Object-Oriented Programming & Design
- Comparative Programming Languages

Relevant Project Experience

WikiRacer

- Implemented a web scraper that can find a path between two random Wikipedia pages in seconds
- <https://github.com/NicolasWinsten/wiki-racer>

WebViz

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