

## NIGEL CHARLESTON

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### EDUCATION

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#### University of Michigan – Ann Arbor, MI (GPA: 3.264/4.000)

*Bachelor of Science - Computer Science*

*April 2021*

- **Courses:** Data Structures and Algorithms, Computer Game Design and Development, Operating Systems, Multidisciplinary Engineering Project, Matrix (Linear) Algebra, Computer Security
- **Activities:** National Society for Black Engineers, WolverineSoft (game development), Computing for All

### SKILLS

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- **Languages:** C, C++, C#, Python, JavaScript
- **Frameworks and Technologies:** Unity (game engine), Angular, Node.js, MongoDB
- **Software:** Jira, Git, Microsoft Visual Studio, Linux, Windows

### WORK EXPERIENCE

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#### University of Michigan – Electrical Engineering and Computer Science Department

*Grader for EECS 494 – Computer Game Design and Development*

*January 2020 – Present*

- Evaluate and grade computer game projects developed by 100+ students taking the course for assignment requirements
- Send feedback to students regarding their project submissions, allowing them to learn from their mistakes and improve upon their games' design and gameplay in future deliverables

#### University of Michigan – Electrical Engineering and Computer Science Department

*Instructor Aid for EECS 281 – Data Structures and Algorithms*

*September 2019 – Present*

- Teach weekly discussion sections to groups of 20+ students on lecture material and code optimization, allowing them to apply their knowledge in interview-style algorithm questions
- Hold office hours (2 hours a week) to support students with the course's C++ projects, lab assignments, and theoretical concepts
- Write midterm exam questions to challenge over 700+ students in their understanding of the course material

#### Visa Inc. – Clearing and Settlement Department (CAS), Austin, TX

*Software Engineering Intern*

*May 2019 – August 2019*

- Designed and built a full-stack web application for use by account managers and CAS developers, allowing them to search for, and generate reports on, unreconciled (uncleared) transactions
- Implemented front-end UI features using JavaScript and the Angular framework, and backend database functionality with the team's Golang API and MongoDB
- Automated the team's manual process of sending email reports regarding unreconciled transactions to account managers, saving them 24 hours when generating reports

### PROJECTS

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#### University of Michigan, Ann Arbor, MI

*The Magic Hat – 7 Week Game Project*

*October 2019–December 2019*

- Collaborated with a team of 5 developers to design and develop an original 2 player game with Unity and C#
- Utilized an iterative development cycle based on weekly player feedback in order to quickly implement and improve the game's mechanics
- Implemented player movement controls, a game controller object that manages the state of the game, and bug fixes that improved the playability of the game

### LEADERSHIP

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#### Computing for All, Ann Arbor, MI

*Vice President*

*May 2018 – Present*

- Collaborated with the president to define and implement the organization's vision and mission, allowing for it to become an official student organization
- Organize study sessions where group members can receive help with their programming projects and homework assignments