

# Nigel Groen

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## EDUCATION

<b>Queen's University</b> <i>Bachelors (Honours) in Computer Science, Certificate in Commerce, CGPA: 3.80</i>	Kingston, ON Expected 2028
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## EXPERIENCE

<b>Software Engineer Intern</b> <i>Tracker Networks</i>	Summer 2025 Toronto, ON
<ul style="list-style-type: none"><li>Engineered full-stack features for Ventrack, a third-party risk management platform that enables users to create, assess, and track risks and mitigations.</li><li>Built a tool to auto-generate company risk profiles by processing external data, streamlining a previously manual process and improving proactive risk identification.</li><li>Implemented a real-time news feed API to display relevant articles for each risk, providing users with critical context for monitoring and decision-making.</li><li>Structured and formatted data for the company's AI customer service agent, resulting in a 30% higher ticket resolution score.</li></ul>	
<b>Lead Developer</b> <i>Queen's COMPSA</i>	Aug. 2025 – Present Kingston, ON
<ul style="list-style-type: none"><li>Lead a team of 8 developers in delivering full-stack and mobile applications for a student body of 1,800+, overseeing requirements, timelines, and code reviews.</li><li>Leading the design and development of a cross-platform mobile app that centralizes announcements, academic information, and student resources for Queen's Computing students.</li><li>Architected and owned the development of a production room booking system using Next.js, React, and Supabase, integrating AWS SES for notifications and deployment.</li></ul>	
<b>Project Engineer (Software Development)</b> <i>Queen's Themed Entertainment Development Team</i>	Sept 2024 – Present Kingston, ON
<ul style="list-style-type: none"><li>Engineered the Python-based ride control simulator for our team's submission to a themed entertainment design competition, modeling roller coaster movement, emergency stops, and maintenance protocols.</li><li>Finished 1st overall in the TMU Thrill Design open round, outperforming 32 competing North American schools to secure a top seed in the Universal Creative invitational round.</li><li>Developed show control programming for in-house projects, translating engineering requirements into functional software to validate design concepts.</li></ul>	

## PROJECTS

<b>NFL QB Fantasy Point Predictor</b>   <i>Python, Scikit-learn, Pandas, XgBoost, Flask</i>	July 2025 – August 2025
<ul style="list-style-type: none"><li>Developed an XGBoost machine learning model in Python to predict NFL quarterback fantasy points in 2025, utilizing historical performance and defensive statistics.</li><li>Achieved a Mean Absolute Error (MAE) of 3.99 when testing the model's predictions against the entire 2024 NFL season, demonstrating high predictive accuracy.</li><li>Built an interactive JavaScript frontend to visualize predictions and provide a user-friendly interface for fantasy football analysis.</li></ul>	
<b>QWEB Calendar Booking App</b>   <i>React, Javascript, Firebase, Tailwind, Node.js</i>	January 2025 – April 2025
<ul style="list-style-type: none"><li>Collaborated on a 4-person team to build a full-stack scheduling app for Queen's Web Development Club using React, Firebase, and Tailwind CSS.</li><li>Delivered a functional product that hybridized Calendly &amp; LettuceMeet, streamlining the club's event planning process by a tight sprint deadline.</li></ul>	

## TECHNICAL SKILLS

**Languages:** Python, C, JavaScript, TypeScript, HTML/CSS

**Frameworks:** React, React Native, Node.js, Next.js, Express.js, Tailwind CSS, Flask

**Developer Tools:** Git, Linux, AWS (Certified Cloud Practitioner), Supabase, Clerk, PostgreSQL, MongoDB, Convex, Expo, VS Code

**Libraries:** Pandas, NumPy, Scikit-learn, Radix, PyQt5