

# Nik Stires

Seeking entry level software engineering opportunities, currently programming at an intermediate level.



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## EXPERIENCE

### LightLab AR, Seattle WA Software Engineer I

September 2021 - PRESENT

- Worked in an agile environment focusing on augmented reality and machine learning
- Quickly learned to train Yolact, Detectron and Mask RCNN ML models and export them to a portable ONNX format.
- Provided a bridge for Python and C++ programmers

### Fred Hutch Cancer Research Lab, Seattle WA Internship

May 2021 - September 2021

- Labeled and groomed data used for training neural networks
- Mentored by professionals to train neural networks and operate lab equipment such as AR headsets.
- Honed essential communication skills and facilitated virtual meetings
- Worked closely with biologists and other software engineers to communicate interdisciplinary ideas

### EnviroVector Raw Land Reports, Seattle WA Senior Capstone Project

September 2021 - PRESENT

- Worked with fellow undergraduates to provide a software solution for a local Seattle company
- Used ArcGIS to provide map data to field scientists monitoring endangered species
- Used big government land data as well as satellite GPS data to power a google maps like interface for users to locate animals in a wilderness setting



## EDUCATION

### Seattle University, Seattle WA— BS Computer Science

Expected Graduation June 2022, GPA: 3.3

- Coursework using C/C++, C#, SQL, F#, and OpenGL
- Courses on Data Structures, Databases, Object Oriented Programming, Algorithm Analysis, Computer Graphics, Project Management and Statistical Programming
- Member of SU ACM chapter



## PROJECTS/GITHUB

- **Stay Stoked:** Ludumdare 46 Game Jam Submission Created with C# and Unity
- **Personal Website:** Portfolio created with React JS, React Styled Components and Framer Motion
- **Capture:** Mock film portfolio created with React JS and React Styled Components
- **Waves:** Lo-fi hiphop music player created with React JS and SCSS



## SKILLS/LANGUAGES

- C/C++
- OpenGL
- C#
- F#
- Unity
- HTML
- Javascript/React
- CSS/SCSS
- Python/ML
- SQL/NEO4j
- Data Structures
- Algorithm Analysis
- Project Management
- Communication
- Accountability