

Education

University of Oregon

September 2016 – Present

B.S. in Computer & Information Science | Minor in **Economics**

Graduation Date: December 2019 | Leviton Global Scholarship

Programming Competition Club - Solved coding problems during weekly meetings with classmates and professors

Experience

Software Engineer Internship, Fullcourt

Los Angeles, CA | June 2019 – Present

- Fullcourt connects the basketball community with over 25,000 courts worldwide through the app that can be found on iOS and Android. It has active users in all 50 states and over 25 countries.
- Technologies used: Node.js, Meteor.js, React.js, Express.js, Swift, Objective-C, Java, Cordova, MongoDB, Elasticsearch, Git.

IT Internship, Oakwood Worldwide

Santa Monica, CA | Summer 2018

- Developed a chat bot to answer customer questions and help employees save time. | www.oakwood.com/help
- Performed requirement analysis on how artificial intelligence and machine learning could benefit the company.
- Participated in scrum meetings and consulted with other departments to design, implement, test, and debug my project.
- Leveraged knowledge in Google Cloud Platform, Flask, .NET APIs, Dialogflow, Microsoft SQL Server, coded in Python & Node.js, and made available through the mobile app, Facebook messenger, and main help webpage.

Coding Instructor, MVCodeClub

Marin County, CA | June 2015 – January 2018

- Educated classes on C++, Java, C#, JavaScript, Unity, Blender, Arduino, Mobile Development, XCode, Android Studio, HTML, CSS, Game Modding, Scratch and Oculus Virtual Reality.

IT Internship, TRX

San Francisco, CA | Summer 2016

- Helped develop a personal website for the CEO made in WordPress. | www.randyhetrick.com
- Integrated a dynamic cloud platform for improved workflow and marketing by migrating all local assets to the digital asset management system Webdam.

Los Angeles, CA | Summer 2015

- Responsible to set-up, operate technology, help customers, and tear down at IDEA Fitness Convention, the largest TRX tradeshow.

Projects

www.github.com/nolancassidy

- **Stock Prediction** | Built a machine learning model using Python, Pandas, and Quantopian that determines to buy or sell predicated on moving averages, twitter mood, and other trading signals.
- **Image Processing** | Implemented rasterization techniques to apply rotation, scaling, combination, color, shading and lighting to images. Coded using C++ and debugged using GDB.
- **Full Stack Flask App** | Designed a web app to calculate brevet times using a Python backend, MongoDB for storage, REST APIs, and includes CSRF protected user authentication.
- **3D Game Development** | Created a virtual reality roller coaster shooter for the Oculus, a roll a ball maze game for IOS/Android and a spaceship flight simulator for the computer all made using C# and Unity3D.
- **Arduino Robotics** | Constructed a line follower using reflectance sensors, a maze solver using triggers & infrared, a remote-controlled car with Bluetooth & DC motors, and a snake game using a LED panel & joystick.

Courses

- **Computer** | Software Methodology, Computer & Network Security, Computer Graphics, Operating Systems, Intro Software Engineering, C/C++ & Unix, Computer Organization, Intermediate Algorithms, Intermediate Data Structures, Computer Science I&II&III
- **Economics** | Urban Economics, Labor Market Issues, Intermediate Macro Economic Theory, Intermediate Micro Economic Theory, Micro Economic Analysis, Macro Economic Analysis, Intro to Business
- **Math** | Calculus I&II&III, Discrete I&II, Probability and Statistics in Computer Science, Linear Algebra
- **Other** | Brain to Artificial Intelligence, The World & Big Data, GIScience I, History of Life, Environmental Natural Sciences, Dynamic Planet Earth, Earth's Surface and Environment, Scientific & Technical Writing