Nolan Cassidy

nolancassidy1@gmail.com (415)912-0096 **GitHub:** https://github.com/nolancassidy
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Education

B.S. in **Computer Science** | Minor in **Economics** | University of Oregon Expected December 2019

- Programming Club
- Leviton Global Scholarship
- Graduating in under 4 years

Technology

- Python, C, C++, Java, C Sharp, SQL, JavaScript, NodeJS, HTML, CSS
- Windows, Linux, Mac, Unix
- Unity, WordPress, Oculus, XCode, Arduino, Dreamweaver, Photoshop, Blender, Pandas, Jupyter, Bootstrap, Quantopian, Dialogflow, MongoDB, OAuth, Flask, OpenGL, R, VTK, Slack, Google Cloud

Experience

IT Internship, Oakwood Worldwide Santa Monica, CA, Summer 2018

- Created an internal Dialogflow bot for the call center with a flask backend hosted on Google Cloud and Cloud SQL to speed up the process of acquiring pricing information
- Created an external artificial assistant for the Website and iPhone app that answers general queries from customers *https://www.oakwood.com/help*
- Saved the call center time and money by using machine learning and artificial intelligence

IT Internship, TRX San Francisco, CA, Summer 2016

- Tasked with the planning/execution of migrating all local assets to the digital asset management system Webdam in order to create a dynamic platform in the cloud for improved workflow and marketing
- Helped design and create a personal website for the CEO using WordPress *https://www.randyhetrick.com/*

Coding Instructor, MVCodeClub Marin County, CA, June 2015 – January 2018

- Teach classes in C++, Java, C Sharp, JavaScript, Unity, Blender, Arduino, Mobile Development, Oculus Virtual Reality, HTML, CSS, Minecraft Modding and Scratch

Tradeshow Assistant, TRX Los Angeles, CA, June 2015

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

Courses

- Computer Science I&II&III, Intermediate Data Structures, Intermediate Algorithms, Computer Organization, C/C++ & Unix, Intro Software Engineering, Operating Systems, Computer & Network Security, Computer Graphics, Software Methodology
- Calculus I&II&III, Discrete I&II, Probability and Statistics in Computer Science, Linear Algebra
- Intro to Business, Macro Economic Analysis, Micro Economic Analysis, Intermediate Micro Economic Theory, Intermediate Macro Economic Theory, Labor Market Issues, Urban Economics
- Scientific & Technical Writing, The World & Big Data, GIScience I, Brain to Artificial Intelligence

Projects

- **Rasterization Image Processing:** Takes an image and converts it from vector graphics into a raster image where the geometry is drawn, shaded, and transformed then turned back using **C++**
- **Machine Learning to predict Stock prices:** Built a model using **Python, Pandas, and Quantopian** that uses data to determine Buy/Sell based off moving averages, stocktwit/twitter mood, and other trading signals.
- **Arduino Robotics:** Built a Line Follower using **reflectance sensors**, Maze Solver using **triggers** and **IR**, Remote controlled car with **Bluetooth** and **DC motors,** and a Snake game using a **LED Panel** and **joystick.**
- **Mobile IOS Ball Game:** Created an iPhone Roll a Ball game using mobile tilt controls with collision detection for points, elevators and enemies. Scripts coded in **C Sharp** and exported from **Unity3D** into **XCode.**