Nolan Cassidy

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EDUCATION

University of Oregon, Leviton Global Scholarship

September 2016 – December 2019

Major: Bachelor of Science, Computer & Information Science

Minor: Economics

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

Computer Security Club: Organized group of classmates to perform CTFs, hacking games, and guest lectures.

Relevant Coursework: Software Methodology, Principles of Programming Languages, Database Processing, 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, Calculus I II III, Discrete I&II, Probability & Statistics in Computer Science, Linear Algebra, Brain to Artificial Intelligence, The World & Big Data, GIScience, Scientific & Technical Writing

EXPERIENCE

Fullcourt Los Angeles, California Software Engineer Internship June 2019 – October 2019

• Pushed two features to the web admin portal and IOS/Android mobile app in my first two weeks.

- Created prototype for messaging capabilities between users within the app.
- Technologies used: Node.JS, Meteor.JS, React.JS, Express.JS, Swift, Objective-C, Java, Cordova, MongoDB, XCode, ElasticSearch, Git.

Oakwood Worldwide Santa Monica, California June 2018 – September 2018

Information Technology Internship

- Implemented artificial intelligence and machine learning into the company.
- Developed an internal chat bot to quickly find information from the SQL servers to save employees time.
- Developed an external chat bot to answer customer questions. | www.oakwood.com/help
- Technologies used: Google Cloud Platform, Flask, .NET APIs, Dialogflow, Microsoft SQL Server, coded in Python & Node.js, available on the mobile app, Facebook messenger, and main help webpage.

MVCodeClub Marin County, California Coding Instructor 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.

TRX San Francisco, California

Information Technology Internship

June 2015 – September 2016

- Integrated a dynamic cloud platform for improved workflow and marketing by migrating all local assets to the digital asset management system Webdam.
- Helped develop a personal website for the CEO made in WordPress.
- Responsible to set-up, operate technology, help customers, and tear down at IDEA Fitness Convention, the largest TRX tradeshow.

PROJECTS

Interactive Tree Map: Worked with the arborists on campus to create an interactive web tree map with note capabilities made using JavaScript, Leaflet, and GIS data. | nolancassidy.com/Tree-Map-UO

Instagram Automation Bot: Made an automated growth hacking bot to grow accounts using Python and Instabot toolkit. Given a specific hashtag, the bot will look for photos then like, comment, follow, and unfollow accounts.

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.

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.

SKILLS

Platform/OS: Windows, Linux, Mac, Unix

Programming Languages: Python, C+++, C, C#, JavaScript, Java, SQL, HTML, CSS, PHP, Visual Basic

Frameworks & Applications: NodeJS, Flask, IOS/Android Mobile Development, ReactJS, MongoDB, AWS, Google Cloud, Dialogflow, Quantopian, MeteorJS, Unity, SEO, WordPress, Oculus, XCode, Arduino, Dreamweaver, Photoshop, Pandas, Jupyter, Bootstrap, Git