Nolan Cassidy

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Education

Fall 2016 – Fall 2019

Computer Science Major and Economics Minor, University of Oregon, OR, USA

Relevant Coursework

Intermediate Algorithms, C/C++ and Unix, Computer Organization, Intermediate Data Structures, Computer Science I&II&III, Calculus I&II&III, Discrete Math I&II, Probability and Statistics in Computer Science, Micro Economic Theory, Labor Market Issues, Micro Economic Analysis, Macro Economic Analysis, Intro to Business, Scientific and Technical Writing

Skills

- Programming Languages: Python, SQL, Java, C, C++, JavaScript, HTML, CSS, C Sharp, Visual Basic
- Platform/OS: Windows, Linux, Mac, Unix
- Frameworks & Applications: Unity, WordPress, Oculus, XCode, Arduino, Dreamweaver, Photoshop, Pandas, Jupyter Notebook, Bootstrap

Work Experience

- **Coding Instructor, MVCodeClub** Marin County, CA, June 2015 – Present
  - teach classes in **C++**, **Java**, **C Sharp**, **JavaScript**, **Unity**, **Arduino**, **Mobile Development**, **Oculus**, **HTML**, **CSS**, Minecraft Modding and Scratch

- **IT Internship, TRX** San Francisco, CA, June 2016 – August 2016
  - helped tag and source local assets to the digital asset management system **Webdam**
  - worked on a personal website for the CEO using **WordPress**
  - developed **Knowledge Management** and **Customer Relationship Management** skills with members of the IT, Ecommerce, and Marketing Departments

- **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**

Projects

- **Machine Learning to predict Stock prices:** Built a machine learning model using **Python, Pandas, and Quantopian**. The model uses data to determine Buy/Sell based off moving averages, stocktwit/twitter mood, and other trading signals.
- **Automated Instagram Bot:** Built an automated Instagram web 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.
- **Virtual Reality Rollercoaster Shooter:** Created a virtual reality video game for the **Oculus Rift** using **C Sharp** and **Unity3D**.
- **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.**