NIKITA ISTOMIN

FRONTEND REACT.JS DEVELOPER

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SUMMARY

Dynamic and creative frontend engineer with bachelor's degree in computer science and experience working on multiple projects with diverse teams. I possess analysis and problem-solving skills allowing me to work independently with high efficiency. I specialize in React, Next.js, TypeScript, and TailwindCSS.

EDUCATION

Bachelor of Science in Computer Science, The University of Texas at Dallas, May 2023

CERTIFICATIONS

Certificate in Advanced Software Engineering, CodePath, Remote, November 2022

SKILLS

Programming Languages: C, C++, Python, Java, C#, JavaScript, TypeScript, HTML5, CSS3, SQL
Technologies: React.js, Next.js, AWS, S3, Firebase, Prisma, MongoDB, Three.js, Git, GitHub, Plastic SCM, Node.js, Android Studio, Express.js, TailwindCSS, Figma, Unity, Ren'Py, Pygame, VS Code
Spoken Languages: English, Russian
Miscellaneous: Agile, REST API, UI Design, Leadership, Teamwork, Communication, Troubleshooting

PROJECTS

Portfolio Website   **June 2023 to Sep 2023**

- Designed, developed, and deployed a full stack personal website on Vercel using Next.js framework.
- Utilized Typescript, React, AWS S3, Prisma, and MongoDB to create a type-safe codebase.
- Used HTML, CSS, TailwindCSS, and Three.js to create and style the website's user interface.
- Optimized website to improve performance by more than 30%.

YouTube Valorant VODs   **May 2023 to June 2023**

- Designed and developed a Python application to process video screen recordings, retrieve additional video information from an external API, and upload those recordings to YouTube.
- Connected to RESTful Valorant API to identify game screen recordings and request additional game information.
- Used Google Cloud YouTube Data API v3 with Google Sign-On to log in into a user account and manage user YouTube channel videos and playlists.

UTD Android Attendance App   **Jan 2023 to May 2023**

- Collaborated on a team of 6 to design and develop an Android application for The University of Texas at Dallas.
- Utilized Object Oriented Programming concepts to create a robust application.
- Excelled in UI design and full stack positions.
- Used Figma for UI concept design and Android Studio with Java for the application development.

Toybox Dash – 3D platformer made in Unity   **Jan 2023 to May 2023**

- Lead a team of 3 developers to create a fully functioning 3D platformer in Unity game engine.
- Implemented a complex first-person character movement and animation system using custom built state machine.
- Designed game UI and collaborated in designing game NPCs. Used Plastic SCM for version control.
- Utilized OOP concepts to create a robust application.

Q-Learning Video Game Agent   **Mar 2023 to May 2023**

- Collaborated with a team of 3 to develop a Q-learning agent to navigate a custom-built video game.
- Used Python with Pygame to build a specialized environment to be navigated by the agent.
- Quality tested and significantly improved agent's performance with Pandas and NumPy.

Custom SQL Database   **Aug 2022 to Dec 2022**

- Designed, implemented, and populated a custom relational database in SQL.
- Created Entity Relationship Diagram, Schema Diagram, Entity Dictionary, and Relationship Dictionary to successfully design a database.
- Collaborated with 3 other developers to complete deliverables on time.

State Machine Controller   **Oct 2022 to Dec 2022**
- Developed a tool in the Unity game engine for creating generic state machine controllers.
- Designed and implemented user UI for the tool functionality that can be used to generate code templates for state machines.

Space Explorer   **Aug 2022 to Sep 2022**
- Developed a top-down game prototype on the Unity game engine.
- Designed and implemented various game mechanics such as physics-based movement in space, object interactions, event handlers, and many more.

Unity Car Game   **Jan 2022 to May 2022**
- Modeled, rigged, and animated a toy derby car in Maya 2022 and imported it into Unity.
- Created a simplistic environment in Unity. Utilized a state machine for animations.
- Programmed death, victory, movement, collectibles, and camera mechanics.

ACM Projects – Backend Engineer   **Jan 2021 to May 2021**
- Worked on a back-end and collaborated with 4 developers to create a fully functioning website.
- Learned Node.js, Express.js, Firebase, JavaScript quickly and effectively to build an optimal product.
- Presented final product to a panel of judges and 350 viewers.

EXTRACURRICULAR ACTIVITIES

University Esport Team Captain   **Jan 2022 – Mar 2022**
Participated in a Valorant American Video Game League (AVGL) as a captain of a team of 7.
Facilitated team communication. Organized team practices and matches.
Participated in the team matches as a main roster player. Acted as an in-game leader.

JPMorgan Chase & Co. Virtual Experience Program Participant   **Jan 2022 (15 hours)**
Participated in the open access JPMorgan Chase & Co. Virtual Experience Program with Forage.
Tasks completed include:
Interface with a stock price data feed and set up your system for analysis of the data.
Implement the Perspective open-source code in preparation for data visualization.
Use Perspective to create the chart for the trader's dashboard.

COURSEWORK

Animation & Game Fundamentals	Game Design
Scripting for Video Games	Programming for Video Games
Advanced Algorithm Design & Analysis	Cybersecurity Attacks & Defenses
Artificial Intelligence	Probability and Stats in CS/CE
Databases Design	Digital Logic & Computer Design
Programming Languages Paradigms	Automata Theory
Discrete Math for Computing I/II	Machine Learning

MEMBERSHIPS

- NSLS, Student Member, 2021 to 2023
- ACM, Student Member, 2021 to 2023
- High School NHS, Student Member, 2018 to 2019
- High School Esports club, Founder/President. 2018 to 2019