

# Nikita Istomin

Frontend React.js Developer

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