Nikita Istomin

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EDUCATION

B.S. in Computer Science, The University of Texas at Dallas	May 2023
GPA: 3.66	
Certificate in Advanced Software Engineering, CodePath, Remote	November 2022
James Bowie High School, Austin, TX	May 2019

PROJECTS

YouTube Valorant VODs   **May 2023 – 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 – May 2023**

- Collaborated on a team of 6 to design and develop an Android application for The University of Texas at Dallas.
- 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 – 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.

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

- Collaborated on 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 – Dec 2022**

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

State Machine Controller   **Oct 2022 – 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 – 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 – 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 – May 2021**

- Worked on a backend 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.

Game Support Modification – Manager, Head Developer Translator, Scriptwriter   **Jun 2016 – Dec 2016**

- Launched and maintained a GitHub open-source project that uses Ren'Py game engine.
- Collaborated with other developers to produce over 14,000 lines of code written in Python.

WORK EXPERIENCE

Lifeguard – City of Austin, Austin, Texas   **Summer 2022**

Played a part in keeping Austin city pools open during the summer of 2022.

Obtained and practiced skills like pool management, CPR, first responder skills, teamwork, and professional communication.

Salesman – Vector Marketing, Austin, Texas   **Summer 2019**

Worked with people over the phone to set up appointments.

Performed in-person and virtual demonstrations to show the product to customers.

Sales Associate – T.J.Maxx, Austin, Texas   **Summer 2017**

Sorted products in the backroom.

Worked in a team to check product prices.

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.

SKILLS

Programming Languages:	C/ C++	Python	Java	C#
	JavaScript	TypeScript	HTML	CSS
Database Technologies:	Firebase	SQL		
Game Engines:	Unity	Ren'Py	Pygame	
Spoken Languages:	Russian	English		
Other:	Git	Plastic SCM	Next.js	Node.js

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