

NICHOLAS HADLEY

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EDUCATION

Georgia Southern University
BS Computer Science *GPA: 3.96*

Statesboro, GA
Aug 2017 - Dec 2020

Activities: Game Development Club, Association for Computing Machinery (ACM), Google Developer Student Club, Climbing Club

Coursework: Algorithm Design, Data Structures, Object-Oriented Design, Software Testing & QA, Web Systems Design, Computer Architecture, Linear Algebra, Calculus I & II, Statistics

EXPERIENCE

General Dynamics Mission Systems
Software Engineer Intern - Team Lead

Annapolis Junction, MD
Jun 2020 - Aug 2020

- Lead a team of six other intern engineers on an IRAD machine learning project.
- Work in an Agile environment, communicating with senior software engineers and team members in daily stand-up meetings.
- Analyse data from social media platforms using various machine learning methods and models for text classification.
- Develop user-friendly React application to view the model's predictions with Django backend.

General Dynamics Mission Systems
Software Engineer Intern

Annapolis Junction, MD
Jun 2019 - Aug 2019

- Researched machine learning techniques to demonstrate the ability of AI in predicting future location of communications.
- Successfully developed and trained a Recurrent Neural Network using Tensorflow to track geolocation of communications data and predict future locations.

PROJECTS

[MORE AT NICHOLASHADLEY.COM/PROJECTS](https://nicholashadley.com/projects)

Mixed-Interface Gaming using Eye Trackers

(Unity, C#, Tobii Eye Tracker)

- Analyse how different eye gaze patterns can yield better results in games.
- Research different methods of integrating eye gaze and head orientation as a form of input.

Multiplayer Tank Game

(Unity, C#, Blender)

Online multiplayer tank shooter. Single maintainer of a large code base.

Gas Mileage and Spending Analysis App

(Flutter, Google Cloud Firestore)

Cross-platform mobile application which tracks user gas mileage and spending. Users can view graphs of spending over time.

Music Sharing Web Application

(Node.js, SCSS, PostgreSQL)

Web application that allows users to share their favorite songs and playlists with their friends.

- Implemented backend REST API using a Node.js Express Server.
- Server-side view rendering using Pug

PixelSmart

(Java Swing)

Lead developer of a simple (yet versatile) open-source paint application.

LEADERSHIP

Game Development Club - President

May 2020 - Present

Conduct weekly meetings teaching members about the game development life cycle.

Association for Computing Machinery (ACM) - Officer

Sep 2019 - Present

Run interactive workshops discussing topics such as git/github and machine learning for over 30 active members.

Game Development Club - Vice-President

Nov 2018 - May 2020

Lead weekly training group sessions covering all aspects of the Unity Game Engine.

SKILLS

Languages: Java, Python, C#, C++, HTML5, CSS/SCSS, Javascript, MySQL
Technologies: Git, Node.js, React, Flutter, Atlassian Suite
Unity, Visual Studio Code, Android Studio, Eclipse
Concepts: Agile, CI/CD, Object-Oriented Principles, Machine Learning