# NICHOLAS HADLEY

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## EDUCATION

**Georgia Southern University**                                                 Statesboro, GA
BS Computer Science *GPA: 3.96*                                              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**                                      Annapolis Junction, MD
*Software Engineer Intern - Team Lead*                                       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 mentors 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 Web Application to view the model's predictions with Django backend.

**General Dynamics Mission Systems**                                      Annapolis Junction, MD
*Software Engineer Intern*                                                   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

**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 3D tank shooter created using Unity.

**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.

**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

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|---|---|
| Languages: | Java, Python, C#, C++, HTML5, CSS3, Node.js, Javascript, MySQL |
| Frameworks: | Flutter, Java Spring, React, Webpack |
| Tools: | Git, Atlassian Suite, Visual Studio Code, Android Studio, Eclipse, Unity |
| Concepts: | Agile, CI/CD, Object-Oriented Principles |