Alex Nickl

al3x.nickl@gmail.com ❖ (847) 951-9005 ❖ anickl.github.io

EDUCATION

University of Illinois - Urbana Champaign   **May, 2022**
BS, Engineering Physics
- Computation Physics concentration, Minor in Mathematics

WORK EXPERIENCE

POINT   **Sep. 2021 – Present**
Developer   *Urbana-Champaign,IL*
- Developer of educational tools to teach Einstein's theory of gravity to middle and high school students in VR.
  - One of first developers, helped build tools and practices to provide future-proofing
  - https://icasu.illinois.edu/outreach/point-vr
- Concentration of work on 3d modeling and shading in C#
- Use of the unity game engine in a team setting to provide insights and new experiences for users.

Private Tutoring/Veritas Music & Learning Center   **2018 – Present**
Tutor
- Math, Sciences, Office
- Worked to provide assistance to pupils in a wide range of topics
- Learned students coursework as quickly as possible if I've never studied the material before

UIUC Physics Department - PER, Selvin Lab, Dahmen Lab   **June 2021 – May 2022**
Research Assistant   *Urbana-Champaign,IL*
- Co-Author of research paper on exam retakes
- Creation of tools to detect bioluminescence
- Interpretation of Kepler star data

UIUC Physics Department   **Aug 2020 – Dec 2020**
Teaching assistant   *Urbana-Champaign,IL*
- Instructed 2 lab sessions alongside office hours for ~60 students
- Gave lessons and provided insight to students in electricity and magnetism

SHOWCASE OF WORK AT ANICKL.GITHUB.IO

- Collection of pieces and projects created on my own
- Personal study of random noise and computer algorithms in imaging
- ~100k impressions on creations

LANGUAGE

German: B1 level

SKILLS

Python; HTML/CSS; JS; Java; C++; CAD; 3d modeling; 3d shaders, webGL; differential calculus; linear algebra; Microsoft Office Suite; blender; numerical analysis