

Alex Nickl
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anickl.github.io

SUMMARY OF QUALIFICATIONS AND WORK EXPERIENCE

Motivated and energetic professional with unique combination of academic and practical application skills that enable both task-oriented and strategic-leaning initiatives. Seeking employment to provide value to advance company's interests, mission, and value while finding an opportunity to apply my expertise and experience in a meaningful environment. Included herein is a link to a portfolio including a sampling of my work.

Veritas Music & Learning Center	2018 – Present
<i>Private Tutoring</i>	
<ul style="list-style-type: none">▪ 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	
POINT	9/21-2023
<i>Game Developer</i>	<i>Urbana-Champaign, IL</i>
<ul style="list-style-type: none">▪ 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# programming language▪ Use of the unity game engine in a team setting to provide insights and new experiences for users.	
UIUC Physics Department - PER, Selvin Lab, Dahmen Lab	6/21-5/22
<i>Research Assistant</i>	<i>Urbana-Champaign, IL</i>
<ul style="list-style-type: none">▪ Co-Author of research paper on exam retakes▪ Creation of tools to detect bioluminescence▪ Interpretation of Kepler star data	
UIUC Physics Department	8/20-12/20
<i>Teaching assistant</i>	<i>Urbana-Champaign, IL</i>
<ul style="list-style-type: none">▪ Instructed 2 lab sessions alongside office hours for ~60 students▪ Gave lessons and provided insight to students in electricity and magnetism	

SKILLS

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

SHOWCASE OF WORK AT [ANICKL.GITHUB.IO](https://anickl.github.io)

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

EDUCATION

University of Illinois - Urbana Champaign (BS, Engineering Physics)

8/18-5/22

- Computation Physics concentration, Minor in Mathematics
- German: CEFR B1 level