

## EDUCATION

---

### University of Illinois - Urbana Champaign

May, 2022

*BS, Engineering Physics*

- 3.74/4.00 Gpa
- 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*

- Assisted in analysis of data and production of tools to interpret data
- Co-Author of research paper

### 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

Private work showcased at [anickl.github.io](https://anickl.github.io)

## SKILLS

---

German; Python; HTML/CSS; JS; Java; C++; Photoshop; Video Editing; CAD; 3d Modeling; 3d Shaders, WebGL; differential calculus; linear algebra; microsoft word; microsoft powerpoint; microsoft excel; blender;