

# Brian Nieves

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## EDUCATION

### DUKE UNIVERSITY

BACHELOR OF SCIENCE

Expected May 2020 | Durham, NC

Cumulative GPA: 3.64

Major: Computer Science

Minor: Philosophy

Certificate: Decision Science

## SKILLS

JAVA	■ ■ ■ ■ ■
HTML/CSS	■ ■ ■ ■ ■
PYTHON	■ ■ ■
GIT	■ ■ ■
C	■ ■
JAVASCRIPT	■ ■

## CERTIFICATIONS

### ORACLE CERTIFIED ASSOCIATE

Java SE7 Programmer

### ADOBE CERTIFIED ASSOCIATE

Adobe Photoshop CS6

Adobe Dreamweaver CS6

## COURSEWORK

### UNDERGRADUATE

COMPUTER SCIENCE

Operating Systems

Software Design & Implementation

Computer Architecture

Data Structures & Algorithms

MATHEMATICS

Probability

Multivariable Calculus

Linear Algebra

## EXPERIENCE

### OPERATIONS ANALYST | TOUFAYAN BAKERY OF PLANT CITY

JUL 2016 – AUG 2016 | PLANT CITY, FL

- Measured and recorded various types of data relating to weights and moisture levels of baked goods such as cookies and bread.
- Visualized recorded data using Excel by creating tables, charts and graphs. Added statistical tests to verify uniformity and adherence to specifications for moisture and weight levels.
- Analyzed down-time data for each of the bakery's conveyor belts by pulling from an Access database to Excel and applying complex formulas to create dynamic reports on causes for down-time for each belt.

### TEACHING ASSISTANT | COMPUTER ARCHITECTURE

AUG 2017 – DEC 2017 | DUKE UNIVERSITY

- Lead and graded homework for a recitation group of 18 students.
- Reiterated over lecture material and answered questions about recitation assignments.
- Held office hours every week, working individually with students on their projects and understanding of the material.
- Topics included assembly, binary algebra, ALU units, register files, virtual memory, caching, I/O, etc.

### VOOGAPEACHES | CLASS PROJECT

NOV 2017 – DEC 2017 | SOFTWARE DESIGN & IMPLEMENTATION

- Developed a Video Game Authoring Environment by working in a team of 9 people using a Scrum framework. Pitched design ideas at team meetings and worked to clarify the team's overall goals.
- Built an object oriented and intuitive user interface using JavaFX while balancing the needs of the backend and controller code.
- Implemented user data which allowed individual users of the program to maintain their own customized workspace, including theme and layout.

### RESEARCH ASSISTANT | MOTIVATED MEMORY LAB

JAN 2018 – CURRENT | DUKE UNIVERSITY

- Assisting in analysis of fMRI scans using FSL and Python, including Matplotlib and Pandas/NumPy.
- Involved in Real-time fMRI neurofeedback research and its supporting software, which uses Python.
- Discussing scientific methods and current research in the field of Real-time fMRI, with intentions of co-running a study and publishing the results.