

Nicholas W. Breitling

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Summary of Qualifications

Self-motivated, detail-oriented student with a great passion for software development. Experienced at leading, collaborating, and effectively communicating in a team environment. Able to pick up new skills quickly as a result of a strong motivation to learn and improve, particularly in the field of computer science.

- Experienced in a variety of languages and frameworks, including both statically typed languages such as Java and dynamically typed languages like JavaScript and Python
- Exceptionally organized when managing projects on both a large and small scale

Relevant Education

Minnetonka High School diploma

Expected June 2023

- 36 ACT, 4.528 GPA (weighted), 4.0 (unweighted)
- Computer Science: AP Computer Science A, AP Computer Science Principles
- Mathematics: AP Calculus AB, AP Calculus BC, Multivariable Calculus

Awards & Honors

- College Board AP Scholar with Distinction, 10th grade. Achieved the maximum score of 5 on six AP exams (Physics, Chemistry, Calculus AB, Calculus BC, English Language and Composition, and Computer Science A)
- Minnetonka High School 'A' Honor Roll, 9th and 10th grade, both fall and spring semester
- Academic Letter, 9th grade and 10th grade. Term GPA of 3.850 or higher, both fall and spring semester

Employment Experience

Camp Counselor, CodeNinjas Chanhassen

June - August 2021

- Worked as a counselor ("Sensei") throughout the summer
- Helped campers from ages 7 to 14 develop basic programming skills through computer science-related projects
- Organized lessons alongside other Senseis, assisted campers in moving through the curriculum and exploring difficult concepts, and made the experience engaging through games and challenges

VANTAGE UX Design Project Lead, Minnetonka High School

September 2021 - January 2022

- Worked with LMI Lawn Care, a lawn care business based in Brainerd, Minnesota
- Conducted user research, prototyped, and brought to fruition a full redesign of LMI's website
- Communicated with LMI to ensure their objectives would be met, coordinated work and delegated tasks to three other group members, and organized the overarching course of the project

Extracurricular Experience

Minnetonka Robotics Team 3082, Programming Sub-Team

September 2019 - Present

- One of three programming leaders, tasked with developing the robot's code and teaching Java skills to new members
- Helped guide the team in creating a vision system using OpenCV and a complex "swerve" drivetrain

Scouts BSA, Eagle Scout

September 2012 - April 2021

- Led and organized a large-scale project benefiting the Carver-Scott Humane Society
- Planned and facilitated the construction of cat climbing shelves for a new visitation room and 25 cat beds for prospective foster families, amounting to a total of 201 service hours among 14 volunteers

National Honor Society

September 2021 - Present

- Accepted students who had demonstrated significant leadership, service, and academic achievement
- Members met monthly and completed a minimum of 15 hours of service over the course of the school year

Skills

- Programming in Python, Java, JavaScript (node.js, socket.io, jQuery), HTML, CSS, and C#
- Providing leadership to teams of various sizes, as exemplified by projects for Scouts BSA and VANTAGE
- Using Git to manage code on a large scale
- Effectively applying object-oriented design in programming
- Conducting user interviews, carrying out usability testing, and other user research methods
- Designing and prototyping web and mobile applications in Figma