Nick Bukovec

(206) 331-1782 | **nmbukovec@gmail.com** | San Luis Obispo, CA
github.com/buk0vec | linkedin.com/in/bukovec | bukovec.dev

EDUCATION

California Polytechnic State University, San Luis Obispo, CA — June 2024
Bachelor of Science, Computer Science
GPA *3.85*
Relevant Coursework: *Knowledge & Discovery from Data, Statistical Computing with R, Software Engineering II*

Korea University, Seoul, South Korea — February – June 2023
Semester Abroad
GPA *3.91*
Relevant Coursework: *Advanced Machine Learning*

SKILLS

Technical Skills: Intermediate Python (Pandas, PyTorch, Scikit-learn, Keras), Intermediate Javascript (React, Node.js, Typescript, Express), Intermediate R (Dplyr, Tidyr, Ggplot), Intermediate Java (Jakarta EE), Intermediate C, Basic SQL (Postgres, MySQL), Basic Rust
Languages: Fluent English, Basic French, Basic Korean, Basic Mandarin

EXPERIENCE

CAL POLY INFORMATION TECHNOLOGY SERVICES, San Luis Obispo, CA — 8/3/21 – Present
Service Desk Student Lead

- Supervising team of forty students providing technical support for thousands of Cal Poly students and staff.
- Facilitating operation of call center taking over one hundred calls per day.
- Resolving hundreds of specific issues through email, phone, and in-person.

NASA JET PROPULSION LABORATORY, La Cañada Flintridge, CA — June 2022 – August 2022
Software Engineering & Data Science Intern

- Spearheading creation of extensible web configuration tool with React and Next.js for deploying ground data system infrastructure and applications into cloud.
- Validating geospatial datasets and testing submission mechanisms for open data challenges.

PROJECTS

QT3 — December 2022

- Trained models with reinforcement learning to play Tic Tac Toe and Connect Four by playing against self.
- Successfully approximated Q-functions using neural networks built with Keras to learn optimal game strategies.

WALK-IN WATCHER — September 2023

- Created real-time web application using Next.JS and Supabase to monitor walk-in tech support cases.
- Implemented keyboard navigation, table sorting & filtering, and data export.

INFOGAN — May 2023

- Recreated model described in “InfoGAN: Interpretable Representation Learning by Information Maximizing Generative Adversarial Nets” using PyTorch to generate images of digits.
- Captured generated digit type, rotation, and thickness with latent codes.

OPEN-SOURCE CONTRIBUTIONS

- Added image preprocessing clarification to documentation for Astro web framework.
- Created “astro-lighthouse” package to display webpage speed metrics to Astro developers.
- Created new Typescript type definitions to narrow return types for Melt UI component library.