

CAITLIN NICHOLS

Software Developer

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caitlinnichols.com

github.com/cnich01

Education

Oklahoma City University

Oklahoma City, Oklahoma

Bachelors of Science in Computer Science 3.72 GPA

August 2019 - May 2023

- **Relevant Coursework:** Programming I/II, Data Structures, Operating Systems, Cybersecurity, Web Programming I/II, Software Engineering, Programming Languages, Database Design and Management, Game Programming, Mobile Programming, Logic and Artificial Intelligence, Networking and Data Communication
- **Awards:** Graduated Cum Laude

Experience

Best Buy

Moore, Oklahoma

Advanced Repair Agent, Geek Squad

May 2022 - Present

- Troubleshooted, diagnosed, and repaired various client electronics, including computers, phones, tablets, printers, consoles, and tvs.
- Repaired damaged hardware and corrupt software for various client apple products according to Apple's business standards.
- Built custom gaming desktops, conducted data transfers/recovery, and performed tune-ups and cleanings on various clients' electronics

Oklahoma City University

Oklahoma City, Oklahoma

Resident Assistant

January 2021 - May 2022

- Performed monthly health and safety checks on residents to ensure that they were doing well both physically and mentally, as well as offering help and guidance if a resident was unwell
- Handled various emergency situations, including flooding buildings, mental health emergencies, and domestic violence situations according to campus policy
- Planned various educational and extracurricular activities for residents to partake in

Personal Projects

Oklahoma City Univeristy GPS - Kotlin, SQL

December 2022

- Designed and developed an algorithm using SQL databases and Kotlin to find the shortest path between two buildings on campus, regardless of the user's current location.
- Assisted in the design and development of the user interface, ensuring a visually appealing as well as functional app for all users.

Space Cadet - C Sharp, Unity

December 2021

- Designed and developed the character controller and in-game physics using C Sharp and Unity to ensure seamless player/enemy movement throughout all three levels
- Designed and developed the first level of the game using C Sharp and Unity to ensure that the player cannot move on to the next level without completing the level objectives.
- Used white-box testing methods to play-test the game, ensuring that every aspect of the game works as expected.

Technical Skills

Languages: Java, C/C++/C Sharp, HTML/CSS, JavaScript, SQL, PHP, Python, Kotlin, Swift

Developer Tools: Eclipse, Netbeans, IntelliJ Visual Studio Code, MySQL Workbench, DataGrip Android Studio, XCode, Unity, Unreal Engine

REFERENCES

Jeff Maxwell - Director of Computer Science, Oklahoma City University

- jmaxwell@okcu.edu [405-208-5257](tel:405-208-5257)

Kyle Logan - Geek Squad Leader

- justin.logan@bestbuy.com [405-420-8161](tel:405-420-8161)