NICHOLAS D. CORRENTE

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EDUCATION DARTMOUTH DUAL DEGREE ENGINEERING PROGRAM

June 2020 THAYER SCHOOL OF ENGINEERING AT DARTMOUTH COLLEGE

Hanover, NH

Bachelor of Engineering in Computer Engineering Engineering GPA 3.95/4.0 - Cumulative GPA 3.63/4.0

May 2019 POMONA COLLEGE

Claremont, CA

Bachelor of Arts in Computer Science

Computer Science GPA 3.84/4.0 - Cumulative GPA 3.71/4.0

RELEVANT COURSEWORK:

Data Structures and Algorithms, Software Design and Implementation, Fundamentals of Computer Science, Full-Stack Web Development, Digital Electronics, Object Oriented Programing, Theory of Computation, Engineering Systems, Distributed Systems, Discrete Mathematics, Linear Algebra, Multivariable Calculus

June 2015 Moses Brown School

Providence, RI

United States Presidential Scholar Semi Finalist

ACT Composite: 35/36

SELECTED PROJECTS

June 2018 CLASS CONNECT

Hanover, NH

Web App

- Built a React/Express.js web app to connect classmates during the class selection processes
- Designed and developed front-end and back-end in JavaScript using React, Redux, and Express.js

September 2017 COLECORRENTE.COM

Providence, RI

Personal Website

• Designed and developed personal website using HTML, CSS, and JavaScript

August 2017 LED MUSIC VISUALIZER

Hanover, NH

Thayer School of Engineering – Digital Electronics (CoSc 56 – group of 2)

- Designed and developed a digital music visualizer using LEDs
- Implemented the design of digital high, mid, and low frequency filters for an analog audio input
- Programed the design in VHDL and synthesized onto an FPGA which powered LEDs on a breadboard

SELECTED EXPERIENCE

Present COLLEGE PULSE

Hanover, NH

Software Engineering Intern

• Implementing new features on both the front-end and back-end in JavaScript

Winter 2018 GLENAIR

Glendale, CA

R&D Engineering Intern

- Constructed a custom CNC machine for creating flexible fiber optic circuit boards
- Integrated Mach4 with HiCON Integra motion controller and servo motors

Summer 2016 GILBANE BUILDING COMPANY

Boston, MA

Virtual Design Construction Intern

- Designed and developed the Gilbane platform for the Microsoft HoloLens using Unity and C#
- Presented my work during the on-site press release with MIT Tech Review
 - https://www.technologyreview.com/s/602124/augmented-reality-could-speed-up-construction-projects

SKILLS

PROGRAMING LANGUAGES: Java, JavsScript, HTML, CSS, Swift and iOS, C, VHDL, SML, Matlab CAD, CAM, AND 3D DESIGN: GCode, Mach4, Autodesk's 3Ds Max and Revit OTHER INTERESTS: Golf, music, video editing, snowboarding, and guitar