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 backend 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 frontend and backend 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