

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 3.67/4.0

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, Computer Systems, Algorithms, Software Design and Implementation, Full-Stack Web Development, Object Oriented Programming, Digital Electronics, 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 – Full Stack Web Development (CoSc 52 – group of 5)

- Built a React/Express.js web app to connect classmates during the class selection processes
- Led the design and development of 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
- Programmed the design in VHDL and synthesized onto an FPGA which powered LEDs on a breadboard

SELECTED EXPERIENCE

Summer 2018 **COLLEGE PULSE** Hanover, NH
Software Engineering Intern

- Developed new features on both the front-end and back-end in JavaScript using React and Express.js

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, JavaScript, 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