Nick Elliott

 801-979-2419 | nick.jwl123@gmail.com

Education

Computer Engineering | Graduate Spring 2018 | University of utah

* Major: Computer Engineering
* Computer Science Coursework and Experience:
* C#, .Net, C++, C, Java, Python, MIPS Assembly, Visual Basic, SQL, XML, HTML, Verilog Hardware Description Language, Matlab
* Experience working within a team using version control such as github (VS, Eclipse, Emacs, Vim)
* Experience with collaborative/teamwork methodologies and tools such as SCRUM, MVC, UML diagraming, workflow tools such as Jira and pair-programming
* Rigorous testing experience with Unit Testing, Black, Grey, White Box testing methodologies
* Developed testing environments with Eclipse (JUnit), Visual Studio (Unit testing and UX Testing), Pycharm, Selinium
* Webdriver, Verilog Testbench, Python scripts, Makefile scripts, GDB
* Experience with sockets and network programming (TCP, UDP)
* Experience with timing and performance analysis related to algorithms and data structures
* Developed Linux utilities such as BASH shell, memory allocator, multithreading/processes programs and web servers (SQL Server)
* General Computer Science Courses
* Intro to Object Oriented Programming (C++, Arduino)
* Algorithms and Data Structures (Java)
* Computer Organization (MIPS Assembly, C)
* Software Engineering 1 (C#)
* Discrete Structures (Python, MS Z3)
* Computer Systems (C, x86/64 Assembly)
* Projects and Laboratory Experiments
* Worked in a team to develop client-server “Snake” game. Involved understanding of efficient algorithms and data structures, networking concepts such as sockets, threading, locks, MVC design and deadline/time management within a team broken into phases. This required advanced knowledge of C# UX libraries and event oriented programming.
* Developed communication software within a team to send encoded infrared signals between Arduino hardware. Additionally, our implementation was designed to be operate with interference filled environments. This project required C++ code interacting directly with Arduino OS, transmission protocol schemes and team planning.
* Implemented spreadsheet software within a team. This involved graph theory data structure knowledge, UX libraries in C#, MVC, event/action oriented programming concepts.
* Developed Huffman compression software. Required deep understanding of data structures and algorithms.
* Built a functional CPU using an FPGA and Verilog Hardware Description Language. This project required in-depth knowledge of computer architecture, assembly language concepts and a strong ability to develop robust testing environments to remove bugs and simulate possible failures.

Associates of Business | 2013 | LDS Business College

* Coursework: Micro & Macro Economics, Financial Accounting, Finance, Business Law & Ethics, Communications and Business Writing
* Skills and Tools: Quickbooks, Excel, Visual Basic, SQL and Access Databases

Work Experience

Engineering Repair Technician Internship | Precision Assembly | July 2016 – january 2017

* Investigated PCB assembly failures in production process through troubleshooting and diagnosing failed circuit boards
* Repaired over $10,000 of Fluke test equipment
* Worked collaboratively w/ engineering team to develop monthly targets, revise workflow procedures and reduce company losses by increasing production yield.

Skills

* Fluent in Indonesian, intermediate fluency in Mandarin Chinese
* Studied Mandarin Chinese abroad Fall 2012 at Shanghai JiaoTong University