NICHOLAS HARRAS

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EDUCATION

Rutgers University

New Brunswick, NJ

B.S. in Computer Science

December 2019

• Related Coursework: Algorithms (present), Principles of Programming Languages (present), Intro to AI, Computer Architecture, Discrete Structures I/II, Linear Algebra, Calculus I/II, Data Structures

EXPERIENCE

SEMGeeks Belmar, NJ

Web Development Intern

September 2017 - present

- Experience working with WordPress and HTML/CSS
- Researching malicious PHP scripts that had stolen client information using stenography
- Working closely with professional web designers to help create web sites for small businesses

Campus Activities

Undergraduate Student Alliance of Computer Scientists

Piscataway, NJ

Mentor/Member

September 2016 - present

- Mentoring a group of six computer science majors on **Bash** commands, data structures, **Git**, and various other topics
- Assisting computer science first-years with their coursework
- Working with members of the Rutgers computer science community to plan community events, seminars, and hackathons

Creation of Games Society

Piscataway, NJ

Member

September 2016 - present

- Developing an isometric beat-em-up in **Unity**. As the team member most experienced with **Git**, I have taken on much of the project management responsibility.
- Helped build a light-based puzzle game in Java using the LibGDX library

HackRUPiscataway, NJ
Volunteer

May 2017

 Assisted hackers throughout the event with technical issues, specifically regarding Python and Java errors

PROJECTS

Probabilistic Search Program

Python program that finds a particular cell in a grid, despite a ranging likelihood of false-positives for each cell and being limited to orthogonal movement

- Decreased average search time by replacing a priority-queue-based movement system with a matrix informed by a changing belief state and the program's current "search position"
- Increased likelihood of a hit when the program is searching the correct cell by applying the likelihood of a false negative to Bayes' Theorem

Cache Simulator

Program written in \mathbf{C} that efficiently parses pseudo-memory text files, utilizing bit indexing, locality algorithms, and masking techniques

SKILLS

- **Programming Languages:** Proficient in Java and Python; Familiar with C, PHP, JavaScript, HTML/CSS, R, and Lisp (Scheme)
- Technology and Software: Git, Node.js, WordPress, Bootstrap, Unity, LibGDX, LATEX, MongoDB