

Nicholas Szeto

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LANGUAGES AND TECHNOLOGIES

Proficient: Java, Javascript, HTML, CSS

Prior Experience: Python, JQuery, C, C++

EMPLOYMENT HISTORY

Sales Associate | Office Depot Inc.

August 2014 - November 2015

- Worked with many different customers to provide an above satisfactory customer experience.
- Organized and provided custom solutions to unique customer requests with what was available.
- Ensured my current task kept a high standard while at the same time completed as quickly as possible.

Instructional Student Assistant | San Francisco State University

August 2017 - January 2018

- Taught a supplementary *Introduction to Programming with Java* lab to a classroom of thirty students.
- Developed weekly lesson plans and assignments to enforce a better understanding of introductory programming concepts (variables, control flow, basic data types, object-oriented programming).
- Emphasized good programming practices throughout the semester to help students become better developers.

PINC Mentor | San Francisco State University

August 2017 - January 2018

- Mentored a team of three biology students to design, plan, and implement a web application used to predict parent cats' offspring traits.
- Facilitated weekly meetings to discuss current progress, reflect on problems encountered, and plans for future work.
- Provided suggestions, direction, and both emotional and technical support to the team when desired plans do not proceed as expected or when unforeseen events occur.

EDUCATION

City College of San Francisco

June 2016 - July 2016

Relevant Coursework: Introduction to C++

San Francisco State University

December 2018 Anticipated

B.S. Computer Science

Cumulative GPA: 3.77

Relevant Coursework: Introduction to Java, Data Structures, Discrete Math, Machine Structures, Advanced Software Lab, Programming Methodology, Analysis of Algorithms, Operating Systems, Software Development, Theory of Computing, Programming Languages, Software Engineering.

PROJECTS

Tank Wars

- Designed and implemented a 2D multiplayer shooter game with a split screen, mini map, and destructible walls.
- Gained experience in programming a game UI, implementing game object collision mechanics, and creating a game engine.
- Researched and applied design patterns such as Singleton, MVC, Observer, and Visitor that made the code modular and reusable.

Get Lazarus Out of the Pit

- Repurposed core modules written for another game, Tank Wars, to create a single player puzzle-platformer whose objective is to guide a character to the end point while avoiding falling objects.
- Applied solid programming principles and software planning that resulted in faster development and maintainable code.

Gator Realtor

- Worked together in a group of six to create a real estate website that provides features such as creating, managing, and searching for real estate listings.
- Followed the software development life cycle from planning, making mock ups, assigning tasks, and receiving client feedback.
- Collaborated with stakeholders to iteratively improve the product and create a better user experience.
- Utilized modern web technologies including Node.js, Express, Handlebars, Bootstrap, Javascript, HTML, CSS, and SQL to build a user friendly real estate website.