NICHOLAS KARPOVITCH

@ <u>nickkarpo@gmail.com</u>

karponick.github.io in karponick





<u>karponick</u>

EDUCATION

Temple University

Philadelphia, PA

2019-2024

B.S. Major in Information Science & Technology

GPA: 3.09

Relevant Coursework: Systems Programming and Operating Systems, Database Management Systems, Network Architectures, Software Design, Quality Assurance and Testing, Programming in Python, Data Structures, Calculus, Discrete Math

WORK EXPERIENCE

Programming Contract - Nondisclosure Agreement

June 2021 - Aug 2021

- Programming alongside a small team of network engineers and communicating with end-users
- Created command-line tools to help streamline workflows in controlling network infrastructure Python | Docker | | CheckPoint | Visual Studio

Sales Associate - Saladworks

Nov 2017 - May 2019

- Worked alongside team members to provide quick and satisfactory service to fulfill customer needs
- Covered tasks such as cashiering, cleaning, food preparation, and stocking whenever possible

SKILLS

Programming Languages

C | Python | Java | HTML CSS | SQL C# GDScript

Frameworks, Libraries, Engines, & Databases

.NET | Unity | Godot | NumPy | ADO.NET |

Development Tools & Environment

|GitHub|| Docker Jenkins Linux Windows Visual Studio JetBrains

PROJECTS

Live Game Tracker

 Created various tools to gather profile information for League of Legends and Destiny 2 using APIs provided by Riot Games and Bungie, respectively

Python | Riot Games API | Bungie.net API | Visual Studio Code

Custom Reddit Dashboard

Created a custom Reddit dashboard to fit a more desired flow of viewing saved content

Python Reddit API Visual Studio Code

Asteroids Game Remake

Remade the classic arcade game Asteroids in Godot

Godot GDScript

Conway's Game of Life

Recreated various cellular automation patterns based on the "The Game of Life" by John Conway

Godot GDScript

Maze Generator

Depth-first search generation with Breadth-first search solving

Java JetBrains JFC

Sudoku Solver

Basic recursive sudoku solver that iterates through each space linearly and then backtracks if necessary

Java [JetBrains] [JFC]