

# Nicole Kaneshige

Email: [nicolekaneshige@gmail.com](mailto:nicolekaneshige@gmail.com)

Website: <https://nekokshg.github.io/portfolio/>

## EDUCATION

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**Georgia Institute of Technology (Online)**  
**MS in Computer Science** — Starting January 2025

**University of Nevada - Las Vegas (UNLV)**  
**BA Computer Science, Minor in Mathematics** — Graduated with Honors Magna Cum Laude  
December 2024 | GPA: 3.9

**Relevant Coursework:** Data Structures, Analysis of Algorithms, Operating Systems, Database Management Systems, Computer Organization, Discrete Mathematics, Computational Linear Algebra, Cloud Computing, Statistical Methods, and Programming Language Concepts.

### Awards & Achievements:

- Dean's List 2022 - 2024
- Majorie and Victor Kunkel Scholarship Award 2024 - 2025
- Majorie and Victor Kunkel Scholarship Award 2023 - 2024

## TECHNICAL SKILLS

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**Programming Languages:** C++, C, C#, Python, Javascript, HTML, CSS, SQL

**Frameworks/Tools:** Git, Github, Visual Studio Code, Visual Studio, Unity

**Operating Systems:** Linux, Windows, MacOS

## PROJECTS

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**PixelCanvas** - (Javascript, HTML, CSS, Webpack, Git) **Summer 2024**

- Developed PixelCanvas, a browser-based pixel art application inspired by Aseprite and Piskel.
- Utilized Webpack for efficient module bundling and build processes.
- Implemented essential features: drawing, erasing, line tool, canvas resizing, clearing, zoom in/out, and color picker.
- Employed Git for version control, facilitating efficient change management and tracking.
- Focused on crafting a user-friendly UI and optimizing performance for a seamless drawing experience.

**ChessEngine** - (Python, Pygame) **Summer 2024**

- Designed and implemented a graphical interface for an interactive chessboard.
- Programmed piece movement adhering to standard chess rules and mechanics.
- Enabled turn-based gameplay for two players
- Integrated basic AI functionalities using popular algorithms seen in common chess engines.
- Achieved a functional and user-friendly chess game experience.

## EXPERIENCE

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**Computer Science Teaching Assistant, UNLV, Las Vegas, NV** **September 2023 - December 2023**

- Simplified complex concepts using clear language and relatable examples, enhancing student comprehension.
- Led discussion sections, review sessions, and lab sessions to reinforce concepts taught in lectures.
- Balanced coursework and research with TA responsibilities by setting a schedule and prioritizing tasks.
- Worked closely with fellow TAs to share insights and approaches for better supporting students.