

# Nicole Kaneshige

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Website: [https://nekokshg.github.io/portfolio\\_react/](https://nekokshg.github.io/portfolio_react/)

## EDUCATION

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**Georgia Institute of Technology** (Online, Part-time)

*Master's in Computer Science (Machine Learning Specialization) - Expected Fall 2027*

**University of Nevada - Las Vegas (UNLV)**

*Bachelor's in Computer Science, Minor in Mathematics - Magna Cum Laude*

GPA: 3.9 | Graduated December 2024

Relevant Coursework: Data Structures, Algorithms, Operating Systems, Computer Architecture, Databases, Cloud Computing, Statistics, Linear Algebra

### Awards & Achievements:

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

## TECHNICAL SKILLS

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

**Frameworks/Tools:** React, Node.js, Express, Git, Github, Visual Studio Code, Visual Studio, Unity

**Databases:** MariaDB, MongoDB

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

## PROJECTS

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**BookWorm** - (MongoDB, Express, React, Node.js, Git)

**Current**

- Built a full-stack book discovery app with secure JWT authentication, hashed passwords, and email verification
- Integrated the Open Library API for dynamic book search and data storage in MongoDB
- Enabled users to create personalized book lists with custom descriptions and searchable tags, similar to Spotify playlists
- Implemented a community-driven tagging and review system with tag upvoting and half-star book ratings with written feedback

**PsychicHustle** - (Aseprite, Unity, MonoBehaviour, ScriptableObjects, Git)

**Current**

- Developed a 2D turn-based RPG with EarthBound-inspired combat and a debt-based progression mechanic
- Built a modular battle system with level scaling, MP/money mechanics, and distinct move types (physical, special, status)
- Utilized Singleton and Factory design patterns for game state management and dynamic character/move generation
- Managed version control using Git to track core mechanics, UI enhancements, and balance adjustments

## EXPERIENCE

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**Computer Science Teaching Assistant, UNLV, Las Vegas, NV**

**August 2023 - December 2023**

- Simplified complex CS concepts using clear explanations and relatable examples to enhance student comprehension
- Led discussion sections, lab sessions, and review workshops to reinforce lecture material
- Balanced coursework and TA duties through effective scheduling and prioritization
- Collaborated with fellow TAs to share insights and improve student support strategies