NIKKOLAS B. GLOVER

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EDUCATION

Georgia Institute of Technology, Atlanta, GA   **Exp. Dec 2024**
Bachelor of Science in Computational Media, Concentrations: Intelligence & Interaction Design
Cumulative GPA: 3.88/4.0

TECHNICAL SKILLS

- **Programming Languages:** Java (proficient), Python (proficient), C (prior experience), HTML/ CSS (proficient), JavaScript (prior experience)
- **Software:** Unity, Blender, Figma, Adobe InDesign, Photoshop, Illustrator, Lightroom

RELEVANT EXPERIENCE

Cybersecurity Analyst, Georgia Tech Security Operations Center   **Summer 2023**
- Discovered several prominent threats to the Institute network through investigative analysis
- Monitored incoming network threats using various tools including Cortex XDR, Elastic, and Moloch, XQL
- Developed team dashboards to increase efficiency and productivity of team members incident response
- Created reports detailing prominent network threats and proposed actions to mitigate cybersecurity exploits

Teaching Assistant, Data Structures and Algorithms, Java   **January 2023 – present**
- Lectured weekly recitations for students seeking help with course content
- Reviewed java files to contribute feedback on code deployed to students for weekly homework assignments
- Assisted students with improving source code and implementing various data structures and efficient methods

Teaching Assistant, Introduction to Computational Media, Python   **January 2022 – December 2022**
- Developed assessments for class, including exams, review materials, and participation quizzes
- Facilitated weekly recitations, providing supplemental problem-solving opportunities for students
- Scheduled office hours for students seeking help with problem sets and digital projects

LEADERSHIP

Head Teaching Assistant, Introduction to Computational Media, Python   **Summer 2022**
- Developed homework assignments, recitation materials and assessments
- Engineered auto-grader updates in Python to automate grading for large volumes of student code
- Designed on-boarding curricula for new teaching assistants for multiple summer sessions
- Organized TA peers and delegated tasks such as grading and writing weekly announcements

Bookseller and Social Media Strategist, Loyalty Bookstores   **October 2019 – August 2021**
- Member of the North Atlantic Independent Booksellers Association as a representative and inventory specialist for Black, queer-owned independent bookstore, specializing in graphic novels, speculative fiction, and anti-racist literature
- Wrote media statements for events and promotions to increase book sales and publicity for independent scholars and authors
- Interviewed authors via Crowdcast platform and organized virtual events to publicize new releases and authors

PROJECTS

Researcher and Developer, AccessCORPS, Georgia Institute of Technology   **January 2023 – May 2023**
- Member of an innovative team of student researchers engineering academic courses to be more accessible for students with disabilities
- Designed custom logo for outreach and promotion of AccessCORPS
- Completed certification in inclusive and accessible digital design for academic courses
- Developed AccessCORPS website using Wordpress, HTML and CSS

Game Designer and Engineer, "Overstimulated," The Game, Personal Project   **January 2023 – present**
- Wrote storyline and designed custom 3D elements for an innovative horror walkthrough game
- Designed and sculpted 3D digital set items using Blender computer graphics software
- Designed game environment and programmed player functionality using Unity game engine

Clubs/ Student Organizations

Georgia Tech Mechanical Keyboard Club   **August 2022 – present**
Google Developer Student Club   **August 2023 - present**