Nicholas R. Hamilton

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EDUCATION

Michigan Technological University, Houghton, MI
January 2020 - Present
Ph.D., Computer Science
Expected Graduation: May 2024
GPA: 4.00

Michigan Technological University, Houghton, MI
January 2020 - December 2022
M.S., Computer Science
GPA: 4.00

Michigan Technological University, Houghton, MI
September 2016 - December 2019
B.S., Computer Science
Minor, Mathematical Sciences
Department GPA: 4.00
Cumulative GPA: 3.78

Recipient of seven Dean's List honors, member of Upsilon Pi Epsilon honor society

WORK EXPERIENCE

Graduate Research Assistant
May 2020 - Present
Michigan Technological University, Houghton, MI
- Focusing on machine learning and computer vision
- Researching computer vision for flood modeling and augmentation methods for object detection

Graduate Teaching Assistant
December 2019 - May 2020
Michigan Technological University, Houghton, MI
- Graded student work in multiple courses
- Proctored in-person and online exams

Full Stack Developer Intern
May 2019 - September 2019
IBM, Rochester, MN
- Worked in Agile, collaborative environment with daily Scrum meetings
- Developed significant portion of tool for migrating customers to latest version of WebSphere

Computer Science Learning Center Coach
September 2018 - April 2019
Michigan Technological University, Houghton, MI
- Taught students material from various courses including discrete math, data structures, graphics, Java, and C
- Assisted students with homework and studying for exams

PROJECTS AND RELATED EXPERIENCE

Personal Projects
January 2007 - Present
16 years of C, C++, Java, and Python for work with projects such as:
- AI including computer vision, chess programming, text generation, and deep learning
- Physics simulations involving fluid dynamics, gravity, and rigid bodies
- Procedural generation of planets, terrain, and textures

Husky Game Development Enterprise
January 2017 - December 2018
Michigan Technological University, Houghton, MI
- Developed cross platform 3D game engine using Java and OpenGL
- Used GitHub, Slack, Taiga, and Google services for team communication
- Collaborated using Scrum and Agile development processes