Nicholas Hulston

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

B.S. in Computer Science, GPA 3.88/4.00

Aug 2020 - May 2024

Minor in Mathematics, Threads in Intelligence and Info Internetworks

Relevant Courses: Object Oriented Programming • Data Structures & Algorithms • Database Systems • Design & Analysis of Algorithms • Machine Learning • Computer Networking • Mathematical Proofs

SKILLS

Languages: Java, JavaScript, TypeScript, Python, C, Ruby, Dart, Solidity

Technologies: React.js/Next.js, Node.js, Ruby on Rails, Flutter, React Native, Android, Unity

Other Skills: Rest APIs, SQL, CSS3, HTML5, Git Version Control, Agile/Scrum, Test Driven Development

EXPERIENCE

Datadog New York City, NY

Software Engineering Intern (Backend)

May 2023 - August 2023

- Designed and implemented a robust CLI tool leveraging TypeScript/Node.js, which aggregates key data and configuration information from Datadog and AWS Lambda functions.
- Enhances the Datadog support team's efficiency in troubleshooting installation issues.

Block, Inc. (formerly Square)

San Francisco, CA (Remote)

Software Engineering Intern (Backend)

May 2022 - August 2022

- Engineered a Ruby model for detecting fraudulent email/SMS campaigns from Square sellers, improving accuracy through the comparison of 20,000+ historical data points.
- Optimized email delivery rates for all Square sellers by reducing spam from malicious sources.

NCR Corporation Atlanta, GA

Software Engineering Intern (Mobile)

May 2021 - Dec 2021

- Developed an iOS/Android app for referrals to NCR point-of-sale, leading to 200+ sales leads.
- Designed a robust architecture specification, prioritizing user authentication and data privacy.

PROJECTS

Sorting Algorithm Visualizer

sortingvisual.vercel.app

- Developed an interactive React-based web application utilizing Next.js and Styled Components.
- Utilized CSS for dynamic visualization of bubble sort, selection sort, heap sort, and quick sort.

Cranked MC (Founder & Developer)

crankedmc.com

- Developed and launched a Minecraft server using Java, consistently maintaining a player count of 20-30 concurrent users and generating approximately \$2,000 in monthly revenue.
- Gained skills in Linux system administration to ensure seamless gameplay and server stability.
- Successfully manage a team of four part-time employees for server moderation.

Grocery Grab (1st Place at Gatech's HackGT 7)

devpost.com/software/grocery-grab

• Developed an app with virtual shopping lists, pathfinding, and contactless checkout to enhance store efficiency and reduce COVID-19 spread, leveraging Android/Java, ARCore, and Firebase.

AWARDS

1st Place in HackGT 7 5-time Hackathon Finalist National Merit Finalist Eagle Scout