Nicholas Brough
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Portfolio: nicholasbrough.ca

Summary

Versatile developer with a foundation in computing science and electrical engineering. Experienced in solving complex technical problems across software, electronics, and mechanical design. Eager to contribute in a range of roles within the technology sector.

Education

Credential	Institution	Location	Dates
Associate of Science – Computing Science (in progress)	Douglas College	New Westminster, BC	Sept 2023 – Present
Bachelor of Science – Electrical Engineering (partial)	University of British Columbia, Okanagan	Kelowna, BC	Sept 2019 – May 2022

Experience

Web Developer & Site Administrator
Spruce Point Homes Ltd – Remote
May 2024 – Present

- Created the company website, handling both front-end design and back-end architecture.
- Built a secure online rental-application workflow to streamline the application process for property managers.
- Deployed a centralized cloud storage solution for internal document sharing.

Electronic Assembler
Nordic Technology Ltd – Kelowna, BC
Oct 2022 – Jul 2023

- Assembled and soldered PCB modules, performing functional tests and fault isolation.
- Supported production flow through inventory management and workstation optimization.

Painter
University First Class Painters – West Kelowna, BC
May 2022 – Aug 2022

- Delivered high-quality residential finishes while adhering to strict safety and cleanliness standards.
- Coordinated with clients and crew members to keep projects on schedule.

Technical Skills

Category	Tools & Technologies
Programming	C, C++, Python, HTML, CSS, JavaScript
Electronics & Embedded	PCB assembly, hand soldering, Arduino, ESP-32, Raspberry Pi
Software & Platforms	Linux, Git & GitHub, Azure, Google Cloud, Microsoft 365
CAD & Simulation	SolidWorks, Autodesk Fusion, Unreal Engine
Communication	Technical reports, design documentation, client correspondence

Projects

- **CNC Pen Plotter:** Raspberry Pi-based drawing robot with fully custom control software and 3D-printed mechanics. Featured by Douglas College.
- **Off-Road Motorcycle Simulator:** Physics-driven game engine in C++ and OpenGL focusing on accurate rigid-body and tire dynamics.
  More details available on my portfolio website.

References available on request.