Contact

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nicven.com

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Expertise

- Object Oriented Programming
- Controls Systems
- Automation
- Computer Aided Design & Manufacturing
- Rapid Prototyping

Languages

English (Native)

French (Proficient)

Certifications

Engineer In Training (EIT)	2021
AutoCAD Certifications	2019

- Essential Training
- Express Tools Workflow
- Plotting & Publishing

Awards

Dean's Honors List	2017-2021

- Top 16% in the college of engineering
- Earned 4 times

UC PLASMA Competition	2020

- First place overall
- Most improved

Nicolas Ventura

Mechanical Engineering Graduate + Engineer In Training

Education

University of California, Davis	2017-2021

  B.S. Mechanical Engineering - GPA: 3.8/4.0

Skills

Software AutoCAD   Simulink   SolidWorks   Fusion360   Git

Programming C#   Java   JavaScript   C   Matlab

Experience

EME152 Computer Aided Mechanism Design — **Sep 2021 - Present**

Teaching Assistant

- Taught mechanism analysis and design using C++ object oriented programming combined with SolidWorks to a class of 25 undergraduate students
- Led a class discussion section and laboratory where students would work in pairs to create a software package
- Prepared students for industry using presentations and examples that facilitate learning the material
- Graded all assignments in the class

National Energy Research Scientific Computing Center (NERSC) — **Jun 2021 - Present**

Energy Efficiency Student Assistant

- Created self-updating visuals of power and water usage effectiveness (PUE & WUE) for the NERSC HPC data center
- Supported the development of the OMNI system (operations monitoring and notifications infrastructure) by creating middleware to verify building performance monitoring points
- Published a plugin for the Grafana monitoring service to display air conditions on a psychrometric chart (in progress)

Electronic Arts (Capital Games) — **Jun 2020 - Sep 2020**

Server Software Engineering Intern

- Wrote and maintained technical design document for intern project under Agile methodology
- Built a web-based dashboard of server logs with searching functionality, using Java Spring MVC backend and Backbone JS frontend
- Programmed a full-stack UI of in-game purchase data shown as a global heatmap to visualize player spending in real time
- Delivered the project as a proof-of-concept for using Websockets+Redis database in further aspects of the game