NICHOLAS CALLEN

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Technical Skills

Skills: Python | Java | JavaScript | C/C++/C# | HTML/CSS | Git | Node.js | React | Office | Unity | Agile (Scrum)

Core Competencies: Unit/Functional Testing | Agile Project Management | Software Development Life Cycle | Website Development | Database Management | 3D Modeling | User Experience Testing | Optimization | Cross-Functional Teamwork

Education

University of California, Los Angeles (UCLA)   Exp. Spring 2025

Bachelor of Science, Computer Science with Data Science Engineering

Relevant Coursework: Data Structures and Algorithms; Assembly & Computer Organization; Software Construction; Algorithms and Time Complexity; Logic/Design of Digital Systems; Computer Graphics; Discrete Structures; Differential and Integral Calculus

Professional Certificate - Securities Industry Essentials (FINRA, In Progress)

Experience & Leadership

BB Graham & Co.

Data Scientist   2023 – Present

- Leveraged data analysis techniques and statistical models to extract actionable insights, providing senior managers with necessary figures to make strategic decisions
- Revamped company data management processes and streamlined data storage/retrieval methods to significantly boost operational efficiency
- Conducted industry research that led to increased client engagement, and established a database offering tailored insights for potential new customer prospects

Personal Projects

BruinBook – Web Application | React, Node.js, MongoDB, Git, Javascript, CSS

- Spearheaded a team of 5 by architecting a web app providing recipes that are accessible and diverse
- Utilized Node.js and Javascript to build dynamic features: Preference Tracking, Searching, User Data
- Engineered backend connection to both MongoDB and frontend, allowing real time storing and syncing of data
- Managed version control on GitHub and merged local projects into one to maintain uniformity
- Conducted user analysis, determined technologies, produced detailed weekly documentation on project progress

Ocean Commotion – Web Application | Javascript, WebGL

- Coordinated with a team of 3 to lead the design, development and successful launch of a 3D game with Javascript
- Developed back-end code with a primary focus on collision detection and spawning sequences
- Built, tested, and launched a scene developing prototypes and models using WebGL and TinyGraphics
- Oversaw each stage of development, leveraging unit testing to identify and rectify bugs and loopholes

Platformer – Development Project | C++

- Created end-to-end project direction, encompassing testing and launch, with a focus on classes and object-oriented programming for entity and character attributes including interactions, responses, and attributes

UCLA Association for Computing Machinery | Los Angeles, CA

Pawperty Project Lead – Game Developer | C#, Unity, WebGL   2021 – Present

- Collaborated with a cross-functional team to gather valuable feedback and iteratively enhance game design
- Implemented player-facing features, character control, AI behavior, and UI/UX informed by user testing and feedback
- Integral in the planning, brainstorming, and end-to-end implementation process of two games using C# and Unity

UCLA eSports | Los Angeles, CA

Varsity Valorant eSports Team Leader   2022 – Present

- Led gameplay strategies and developed innovative tactics that significantly increased tournament wins
- Facilitated conflict resolution and promoted enhanced team communication, fostering improved team performance