Nicholas Jano

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Education

Queen's University   September 2021 – April 2025
Bachelor of Computer Science (Honours)   *Kingston, ON*
- **Relevant Coursework:** Data Structures, Algorithms, OOP, Operating Systems, System Level Programming, Software Architecture, Software Quality Assurance, Database Design
- **Awards:** Excellence Scholarship for Academic Excellence, Dean's Honour List **3x**

Experience

Marmon Rail and Leasing Group - (a Berkshire Hathaway Company)   June 2024 – August 2024
Data Engineer Intern   *Hybrid*
- Evaluated and utilized the ontology-powered Palantir Foundry platform to build ETL pipelines with Pipeline Builder, create LLM functions using AIP Assist, and design dashboards with Workshop and Quiver
- Developed a custom dashboard from scratch in **3 days** using Pipeline Builder, Workshop, and Quiver, improving data visualization and supporting better decision-making
- Engineered and optimized Azure Synapse data pipelines to perform ETL from raw data into an Azure Data Lake
- Designed and implemented Power BI dashboards used by over **100** business users to enhance operational efficiency and support data-driven decision-making through insightful visualizations

NetSolutionsTime   May 2023 – August 2023
Software Engineer Intern   *Hybrid*
- Collaborated with internal partners to gather functional requirements, develop technical specifications, and implement comprehensive test plans
- Implemented RESTful APIs and microservices for enterprise integration applications that consolidated data for over **15 million** customers of a major North American financial institution, enabling a comprehensive Customer 360 view using Informatica MDM technologies
- Customized and deployed code to an MS Azure Cloud Database, including error handling and monitoring systems

Projects

LeetBuddy | *React, Tailwind, Express, Redis, Render, Google Gemini API*
- Developed a Chrome extension for LeetCode that provides a personalized AI assistant by leveraging Google Gemini's multimodal capabilities, achieving a **90%** concept comprehension rate based on user feedback
- Implemented a built-in whiteboard feature for users to draw and visualize complex coding theories, with direct integration to the AI assistant for real-time feedback

Keep-Up Champions | *Lua, Blender*
- Developed and monetized a game, 'Keep-Up Champions,' garnering over **15,000** total players with a 86% positive like to dislike ratio and a **400%** gain on investments
- Programmed the game from scratch using Lua with over **16,000** lines of code while having the game only use approximately **725MB** of memory while playing
- Assisted in the 3D Modelling using Blender

Chat Bot | *Python, Microsoft Azure, Discord.py, BS4, PyOWM, PIL*
- Developed a chatbot for Discord, garnering over **45,000** users
- Used BS4 and PyOWM to scrape live weather data from OpenWeatherMap for any city with a corresponding photo from Google Images, while PIL was implemented for instant image captioning from user input
- Utilized Discord.py API to use the bot on Discord while also uploading the bot to Azure for hosting

Technical Skills

Languages: Python, Java, C++, JavaScript, TypeScript, HTML, CSS, C, C#, SQL, Swift, Kotlin
Libraries & Frameworks: React, Tailwind, Node.js, Express, Spring Boot, Flask, PyTorch, SQLAlchemy, PySpark
Developer Tools: Git, GitHub, Figma, Microsoft Azure, AWS, Docker, MySQL, PostgreSQL, MongoDB, Redis