Nicholas **Osaka**

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Education

University of North Carolina at Charlotte *Charlotte, NC*

Bachelor of Science in Computer Science, Bachelor of Arts in Philosophy *Graduation: May 2022*

- Cumulative GPA: 4.0
- Concentration: Artificial Intelligence, Minor: Mathematics

Skills

Programming Languages	Python, Java, Kotlin, C++, JavaScript (ES6+), Rust, HTML/CSS
Frameworks and libraries	Tensorflow, PyTorch, Scikit-learn, React, PyTest, JUnit
Software Tools and Skills	Git, BASH, Linux, Docker, Agile/Scrum, Continuous Integration, Test Driven Development, LaTeX

Work Experience

Teaching Assistant *Charlotte, NC*

UNC Charlotte Department of Computer Science *January 2019 - Present*

- Assist with Software Engineering course of over 80 students, facilitating discussions on course-related content between students.
- Design demonstrative code and interactive learning elements for students to understand Software Engineering.
- Led weekly lab instruction for 40 students in order to facilitate active learning for CS1 course.
- Conducted weekly one-on-one tutoring sessions with students in order to provide an excellent learning environment for CS1 Course

Motion Graphic Designer *Charlotte, NC*

The Littlefield Company *April 2018 - May 2020*

- Designed motion graphic content for projects requiring displays of complex data.
- Translated clients quantitative needs into creative goals for projects.
- Interacted with clients to deliver final design under anticipated deadlines.
- Designed project asset organizational scheme for use in all company projects with motion graphics.

Research and Projects

NSF REU Research Project — Community Oversight for Privacy and Security *Charlotte, NC*

UNC Charlotte, CO-oPS Project — Dr. Heather Lipford *May. 2020 - Aug. 2020*

- Designed and developed an Android mobile application with research intent.
- Implemented modern Android development practices with MVVM architecture and NoSQL databases.
- Participated in weekly meetings to understand research objectives and create solutions to challenging obstacles.
- Developed experience in Android, Kotlin, Firebase, and Room.

Undergraduate Research — Augmented Reality and Machine Learning for Medical Use *Charlotte, NC*

UNC Charlotte, Autonomous Intelligent Wireless Networked Systems Laboratory — Dr. Pu Wang *Dec. 2019 - May. 2020*

- Designed system for use in critical professions such as the medical industry.
- Utilized EPSON MOVERIO smart glasses in conjunction with Tensorflow Lite and other related technologies for user-inspired research in possible solutions for cognitive overload in error-critical professions.

Honors

Chancellors List — UNC Charlotte	Awarded for above 3.8 GPA, All Semesters
Student Marshal — UNC Charlotte	Selected based on academic performance
Atkins Library UG Research Award	Awarded for contribution to field, depth/breadth of project, and use of library resources

Relevant Coursework

Computer Science	Data Structures and Algorithms, Operating Systems & Networking, Software Engineering, Intro to Artificial Intelligence, Mobile Application Development (Graduate Course), Digital Image Processing, Machine Learning, Natural Language Processing, Intro to Computer Architecture
Mathematics	Calculus I & II, Linear Algebra, Statistics and Probability, Modern Algebra
Philosophy	Ethical Theory, Aesthetics, Deductive Logic