

# Nicholas Saylor

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[github.com/nicholassaylor](https://github.com/nicholassaylor)

## Objective

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- Seeking Full-Time Entry-Level position in Computer Science and/or Economics fields

## Education

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**The Pennsylvania State University, University Park**

**3.46 GPA**

### Majors:

**May 2024**

Bachelor of Science in Computer Science

Bachelor of Science in Economics

- Minor in Computer Engineering
- Completing extensive and rigorous coursework with honors distinction

## Projects

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### LionAuction Website

- Created an imitation auction website designed to be used by students of a university and local vendors
- Independently developed a database schema derived from a business pitch provided by a fictional investor
- Notable technologies: Python, Flask, SQL, Jinja2, Bootstrap, HTML + CSS, Git + Github
- Source code and schema available upon request

### Crypto Idle

- Completed cooperative project in Java using the Java Swing and AWT packages to create an incremental game centered around the theme of cryptocurrency mining
- Collaborated with development team using Github in order to submit changes to the project
- Final product and source code can be found at [github.com/tyty4646/CryptoIdle](https://github.com/tyty4646/CryptoIdle)

### Verilog Projects

- Assembled small collection of various Verilog modules that have combinational and sequential logic for real-world applications such as an elevator, traffic light controller, or USB interface
- All source code can be found at [github.com/nicholassaylor/VerilogProjects](https://github.com/nicholassaylor/VerilogProjects)

## Skills

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- Microsoft Office: Word, Excel, Powerpoint, Outlook
- Programming Languages: Python, Java, C++, C, Verilog, HTML, CSS, SQL
- Platforms: Windows, Linux, Github, Git, Vivado, VirtualBox, PyCharm

## Relevant Coursework

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- Communication Networks
- Database Management Systems
- Field Programmable Devices Development
- Operating Systems
- Computer Organization and Design
- Data Structures and Algorithms
- Introduction to Computer Architecture
- Introduction to Systems Programming
- Microprocessors and Embedded Systems
- Decision Making and Strategy in Economics
- Corporate Economics
- Advanced International Trade
- Monetary Theory and Policy
- Economics of Collusion

## Clubs and Activities

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- Magic: The Gathering Club
- Dungeons and Dragons Club