Nicholas Saylor

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Objective

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

Education

The Pennsylvania State University, University Park **3.42 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

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

Verilog Projects

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

Skills

- 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

- 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
- Programming Language Concepts
- Microprocessors and Embedded Systems
- Corporate Economics
- Introduction to Econometrics
- Monetary Theory and Policy
- Economics of Collusion

Clubs and Activities

- Magic: The Gathering Club
- Dungeons and Dragons Club