Nicolas Ashizawa

Boston, MA | ashizawa.n@northeastern.edu | linkedin.com/in/nickashi/ | Availability: *January – June 2025*

Education

Northeastern University (Khoury College of Computer Science) Sept. 2021 – May 2026
Candidate Bachelor of Science in Computer Science *Boston, MA*
GPA: 3.34/4.0
Activities: Japanese Student Association (Secretary, Regional Representative); Society for Asian Scientists/Engineers, Oasis (Collaborative Programming Org)

Waseda University April. 2023 – August 2023
Exchange Student in the School of Political Science and Economics *Shinjuku, Tokyo, Japan*

Northern Valley Demarest Regional High School Sept. 2017 - June 2021
High School Diploma *Demarest, NJ*
Activities: National Honors Society; Varsity Soccer (Co-Captain), Japanese Student Association (President)

Tech Skills and Relevent Coursework

Languages: Python, JavaScript, Java, C++, C#, MySQL, C, TypeScript, DrRacket, HTML (+ CSS), MatLab
Coursework: Object Oriented Design, Web Development, Computer Architecture, Algorithms and Data, Programming in C++, Database Design, Computer Systems (Linux-based)

Work Experience

Citizens Bank January 2025 – Present
Automation Developer Co-op *Johnston, RI*
- Delivered an end-to-end automation using VB and HTML for monitoring, updating, and maintenance of client DDA checking accounts, processing 50+ transactions daily
- Refactored three legacy automations—enhancing performance, reliability, and code readability for future maintainability
- Collaborated with business stakeholders, solution architects, and developers to refine requirements and ensure workflow efficiency
- Developed reusable UiPath libraries in C# and VB to standardize common components and accelerate development

University of California, Irvine June 2024 – October 2024
Research Intern *Irvine, CA*
- Designed and developed an interactive predictive city-scale digital twin for natural disaster preparedness and evacuation optimization as a part of the NSF-funded IoT-SITY research program
- Experimented with and integrated tools such as Unity, PLATEAU SDK, CityGML, OpenStreetMaps, and C# to create AI-enabled agents for running simulations
- Engineered algorithms to optimize agent behavior, simulating real-world responses to emergency scenarios

Code Ninjas (Programming Education Center) May 2022 – March 2023
General Program Instructor | Summer Camps Director *Norwood, NJ*
- Established a Python, Lua, JS, and C++ curriculum by working collaboratively with a small team to design innovative and engaging programming lessons
- Taught over 150 students across elementary, middle, and high school age groups, keeping topics accessible to diverse coding backgrounds and age groups

Projects

NU SkillMatch Platfom | *Python, Flask, MySQL, Streamlit* November - December 2024
- Designed and developed a web platform enabling employers to list jobs and evaluate skill matches with students
- Built a RESTful API with Flask to manage dynamic job postings, student data, and required skills
- Utilized MySQLfor relational database management, implementing schemas to handle users, skills, and jobs efficiently
- Integrated advanced skill matching algorithms to compare student and job skillsets, visualizing results with Streamlit and integrated custom radar charts

AI Masters a Video Game | *Python, NEAT* June - August 2024
- Utilized the NEAT algorithm (NeuroEvolution of Augmenting Topologies) to construct an AI-played Flappy Bird game from scratch