

Nicolas Ashizawa

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EDUCATION

Northeastern University (Khoury College of Computer Science) <i>Candidate Bachelor of Science in Computer Science</i> GPA: 3.34/4.0 Activities: Japanese Student Association (Secretary, Regional Representative); Society for Asian Scientists/Engineers, Oasis (Collaborative Programming Org)	Sept. 2021 – May 2026 <i>Boston, MA</i>
Waseda University <i>Exchange Student in the School of Political Science and Economics</i>	April. 2023 – August 2023 <i>Shinjuku, Tokyo, Japan</i>
Northern Valley Demarest Regional High School <i>High School Diploma</i> Activities: National Honors Society; Varsity Soccer (Co-Captain), Japanese Student Association (President)	Sept. 2017 - June 2021 <i>Demarest, NJ</i>

TECH SKILLS AND RELEVANT COURSEWORK

Languages: Python, Java, C++, C#, SQL, C, TypeScript, DrRacket, HTML, MatLab
Coursework: Computing Fundamentals, Object Oriented Design, Embedded System Design, Algorithms and Data, Programming in C++, Database Design, Computer Systems, Programming Languages

WORK EXPERIENCE

University of California, Irvine <i>Research Intern</i> <ul style="list-style-type: none">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 programExperimented with and integrated tools such as Unity, PLATEAU SDK, CityGML, OpenStreetMaps, and C# to create AI-enabled agents for running simulationsEngineered algorithms to optimize agent behavior, simulating real-world responses to emergency scenariosActively communicated project updates through weekly team meetings and contributed to a productive and supportive work environment through effective teamwork	June 2024 – October 2024 <i>Irvine, CA</i>
Code Ninjas (Programming Education Center) <i>General Program Instructor Summer Camps Director</i> <ul style="list-style-type: none">Established a Python, Lua, and C++ curriculum by working collaboratively with a small team to design innovative and engaging programming lessonsTaught over 150 students across elementary, middle, and high school age groups, keeping topics accessible to diverse coding backgrounds and age groupsFacilitated student projects using Java and Python to create and modify video games	May 2022 – March 2023 <i>Norwood, NJ</i>
Japan Center for International Exchange <i>Data Management and Organization Intern</i> <ul style="list-style-type: none">Organized and edited digital files while utilizing interpersonal, verbal, written communicationIdentified, analyzed and corrected data entry errors in organization archives during routine data audits through the use of HTML and WordPress	May – August, 2021-2022 <i>New York, NY</i>

PROJECTS

NU SkillMatch Platform <i>Python, Flask, MySQL, Streamlit</i> <ul style="list-style-type: none">Designed and developed a web platform enabling employers to list jobs and evaluate skill matches with studentsBuilt a RESTful API with Flask to manage dynamic job postings, student data, and required skillsUtilized MySQL for relational database management, implementing schemas to handle users, skills, and jobs efficientlyIntegrated advanced skill matching algorithms to compare student and job skillsets, visualizing results with Streamlit and integrated custom radar charts	November - December 2024
AI Masters a Video Game <i>Python, NEAT</i> <ul style="list-style-type: none">Utilized the NEAT algorithm (NeuroEvolution of Augmenting Topologies) to construct an AI-played Flappy Bird game from scratch	June - August 2024