

# Nick Kelly

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## Nick Kelly

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Personal Portfolio: <https://www.nickkelly.me/>

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## Skills

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### Hard Skills

- Computer Proficiency.
  - Object-Oriented and Imperative Programming (Java, C, C++, C#, Python).
  - Web-Programming (HTML, Javascript, CSS).
  - 3D Digital Art (Blender).
  - Game Development (GameMaker & Unity).
  - REST Architecture (REST API)
  - Static Web Apps in the Microsoft Azure Cloud
  - Azure Cosmos DB / MongoDB database services
  - Familiar with Linux-based systems.
  - Functional and Logical Programming (Scheme, Prolog).
  - Assembly Language (MIPS/PLP).
  - Exposure to data modeling and design, querying and relational databases (Excel/Access/SQL).
- Manufacturing/Machining Experience.
  - Enterprise Resource Planning (ERP) Software.
  - Worked with robots and corrected minor machine faults.
  - Well-versed in manufacturing processes.
- Strong foundation in math and programming logic.

### Soft Skills

- Work Ethic
- Problem Solving
- Collaboration
- Time Management
- Critical Thinking

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## Job Experience

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### Kumon Math and Reading Center / Grader, Tutor

May 2018 - July 2018, Gilbert, AZ

- Graded student homework and tests.
- Tutored all subjects; assignment difficulty ranged from elementary to high school level.
- Helped students grasp unfamiliar concepts through graded feedback and one-on-one tutoring.

### **Daicel Safety Systems America Arizona, Inc. / Operator**

March 2021 - August 2021, Mesa, AZ

- Worked as part of a team maintaining assembly lines that produce airbag inflators.
- Cleared and resumed SCARA and six-axis robot faults, ensured assembly line efficiency, inspected inflator parts for critical failures, and managed the storage/pack out of airbag inflators.

### **Metalcraft Inc. / Intern**

September 2021- November 2021, Tempe, AZ

- I worked as an assistant within an aerospace industry machine shop.
- I organized their newly implemented online ERP system that kept track of the company's shipping/receiving details, equipment inspection/calibration, and many other details concerning internal and external operations.
- I made the database more transparent, informative, and simpler to navigate, in order to better represent the company's purpose and their needs going forward.
- Worked hands-on with many forms of aerospace machining equipment and was introduced to G-Code.

### **Engenuity Systems / Software Development Intern**

May 2022- Present, Chandler, AZ

- Designed a website that formats REST API JSON data for IoT devices into an organized UI used for building device templates (Full-stack development).
- Helped set up gateway devices to communicate with the Microsoft Azure Cloud.
- Worked closely with the development team to resolve bugs and UI/UE issues on the main web platform.

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## **Education**

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### **Perry High School / Diploma**

August 2016 - May 2020, Gilbert, AZ

- STEM Scholar (Completed 12 AP courses while maintaining 3.8 GPA or above).
- AP Scholar with Distinction (Averaged score of 3.5 on all AP Exams and scores of 3 or more on five AP Exams).
- 4.3 Weighted GPA, Magna Cum Laude.
- Graduated top 10% in my graduating class.

### **Arizona State University / Undergraduate**

August 2020 - Present, Tempe, AZ

- Junior
- Received Academic Scholarship; The President's Scholarship.
- Computer Science Major.

- 3.97 Cumulative GPA.
- Pursuing Game Development Certificate

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## Awards

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- STEM Scholar.
  - AP Scholar with Distinction.
  - Magna Cum Laude.
  - President's Scholarship to ASU.
  - Dean's List.