

Nick Greenquist

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SKILLS

- **Languages:** C#, C, C++, Java, HTML, CSS, JS, Angular JS, NodeJS, SQL, MIPS Assembly
- **Development Tools:** Git, Windows Form, Unity, XCode, Photoshop, Maya, JIRA
- **Teamwork:** Experience with working with teams in academic, athletic, and professional environments
- **Communication:** Experience with technical documentation and public speaking

EDUCATION

Rochester Institute of Technology, Rochester, NY

B.S. Expected 2016, Major in Game Design and Development, Minor in Computer Science

- **3.9 Cumulative GPA**

WORK EXPERIENCE

Software Development Co-op, eHealth Technologies, Rochester NY: August 2015 – May 2016

- Lead developer for an application that automated the process of sorting and logging medical images shipped to Operations division of the company
 - Went through standard release process and went live in a HIPAA compliant environment
 - Version 2.0 went live in Spring 2016 and expanded to two full time employees using the application as part of their team's daily workflow
- Lead developer for an application that extracts sections of medical reports using regex
- Assisted the CTO with a company-wide workflow overhaul by creating a medical document classifier
 - Created a Feature Selection based classifier and also a Naive-Bayes based program
- Assisted in the development of a cloud based medical referral application

Finance Director - Student Athlete Advisory Committee (SAAC), RIT: Fall 2016 - Current

- Executive Board position in SAAC, one of RIT's eight Major Student Organizations (MSOs)
- Organize the budget, handle all accounting info, assist in normal SAAC executive board responsibilities, and sit in two voting positions (Student Government Finance Board and University Council)

Ocean Beach Lifeguard, Spring Lake, NJ: Summers of 2010-2015

- Responsible for ensuring the safety of beach patrons, maintaining proficiency in rescue procedures, administering aid, communication by radio, and working seamlessly in a large team

PROJECT EXPERIENCE - github.com/nickgreenquist

Spring 2014 -- Space Elements (Sophomore Project – 5 weeks) Programmer Team of 2

- Designed and programmed a 2D top-down shooter game in HTML Canvas

Fall 2014 -- Chrono Caster (Junior Project – 5 weeks) Lead Programmer Team of 3

- Main programmer for a 3D Unity RPG

Spring 2013 -- Prison Rush (Freshman Project – 10 weeks) Lead Programmer Team of 4

- Main programmer for an XNA game called Prison Rush
- Wrote the code for the majority of the mechanics in the game including the 2D physics engine, multiple weapons, different enemies, environmental traps, an upgrade system, a level editor, and a save system

Fall 2013 -- Race Track (Sophomore Project – 2 weeks) Designer Solo

- Designed and developed an AI controlled race track in Unity (flocking, separation, path following)

ACTIVITIES AND AWARDS

RIT Varsity Wrestling - 2012-2017

- 2014 NCAA Scholar All-American, 2015 NCAA Scholar All-American
- Team Captain 2015 and 2017 seasons

Outstanding Undergraduate Scholar - 2016

RIT's Annual Public Speaking Contest - 1st Place- 2015

SAAC – Student-Athlete Advisory Committee - 2013-2017