

Nick Linck

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Education

University of Michigan

Ann Arbor, MI

- Bachelor of Science in Computer Science Engineering, Minor in Entrepreneurship
- GPA: 3.49/4.00
- Computer Courses: Discrete Math, Programming and Intro Data Structures, Data Structures and Algorithms, Computer Organization, Artificial Intelligence, Computing Tools for Computer Scientists, Machine Learning, Web Database and Information Systems, Foundations of Computer Science

April 2018

University of Navarra

San Sebastian, Spain

- Studied Spanish Language and Micro Robotics where I wrote Arduino code for a robot that I helped design to quickly and accurately navigate through various paths using a sensor.

May 2015 - July 2015

Work Experience

Software Development Engineering Intern at Thomson Reuters

May 2015 - Present

- Coded extensively in C++ and C# on projects such as creating new dialogs for the companies internal programs, developing and maintaining Ultra Tax CS (Thomson Reuters' tax software), and creating an electronic filing generator.
- Worked on a team with agile software development where I partook in standup meetings and paired programming.
- Collaborated with multiple tax analysts to come up with solutions on fixing or adding new features that require both a programmers and a tax specialist expertise.

Photographer for the Michiganensian

Sept 2014 - Present

- Photographed roughly 10 different events a semester and coordinated with the writing, design, and business teams to create the University of Michigan's yearbook.
- Reviewed and edited photos using Photoshop before they are added to the yearbook.

Assistant Director of Planning & Logistics for Startup Olympics, MPowered

Sept 2014 - Apr 2015

- Directed and collaborated with a team of 4 to create events aimed at providing student entrepreneurs with the skills and motivation to follow through with their ideas. I was responsible for contacting speakers, marketing the events, and planning the details of each event.
- After one semester of our program, three of our teams received over \$5,000 in funding because of my competition.

Activities

Member of the co-ed Professional Entrepreneurship Fraternity Epsilon Nu Tau

Sept 2014 - Present

- Gained organizational and planning skills by organizing club entrepreneurial events where I contacted local entrepreneurs to help create events that will develop the skills of our current members.
- Volunteered throughout the years with Sandwich for a Story in order to provide food to the homeless and to help give a voice to the homeless in my community.

Class Projects

Sept 2014 - Present

- Completed over 20 class projects using the C++ language. Projects are completed in three weeks and cover topics such as path finding with queues and stacks, implementing heuristics to quickly find nearly optimal solutions to branch and bound problems, and analyzing the time and space complexities of different data structures given a specific task.

Gaming for the Greater Good

Jan 2015 – May 2015

- Created a fully functional cooperative video game to help children with autism improve communication skills. I used Python to code menu screens, multiple levels, custom classes for our players, and artificially intelligent enemies.

Competed in the University of Michigan's 36 hour Hackathon

Jan 2015

- Used HTML, CSS, and Java Script to develop a web application that was aimed at providing students with a way to map out the courses that they would need to take in order to fulfill major or minor requirements.

Skills

- **Languages:** C++, C, C#, Python, ARM, Ruby, HTML, CSS, Java Script, JQuery, Java, Arduino, R, Bash (UNIX Shell)
- **Operating Systems:** Mac OSX, UNIX, Linux, Windows
- **Development Tools:** Photoshop, Lightroom, Matlab, Visual Studios, Microsoft Office, Game Maker, GDB, Valgrind