NICHOLAS N WILSON

Neuroscience and Computer Science Graduate

@ nicknwilson@outlook.com | London, UK | 07582284104 | nickynw | linkedin.com/in/nicknwilson/ | 27/11/1995

For a summary of recent projects see my website: https://nickynw.github.io/

STATEMENT

My passion lies in exploring and understanding the upcoming technologies of the modern age. This is why I chose to study Neuroscience, and why I moved into Computer Science. My strengths lie in my creativity, versatility, and motivation to explore new roles and skills, which together have supported my ability to learn, to work in teams and to produce novel content.

EDUCATION

MSc Computer Science with Distinction

University of Bristol

September 2018 - September 2019

75% average mark across all modules

BSc Neuroscience with First Class Honours

University of Bristol

September 2015 – September 2018

76% average mark across all modules

A Levels: English Literature A, Biology A, Chemistry B
AS Levels: Religion and Philosophy A
10 GCSEs A*-C: including Maths at grade A

Tiffin School, Queens Rd, Kingston

September 2006 – September 2014

PROJECTS

(Personal 2020)

- March: My personal portfolio website (https://nickynw.github.io/) (React, Javascript)
- February: Unchained, A Mobile App for finding nearby Independent Cafes (React Native, Javascript, Firebase)
- January: Qbot, Multiple Choice Question generator web app (Python, Flask, Django, Postgres, Neo4J)

(MSc 2019) Does the integration of Haptics into Virtual Reality enhance shared experiences of Parkinson's?

I created a 12 minute Virtual reality experience that teaches users about Parkinson's disease, developed using Unity3D for Android Phones and Oculus Go. This also involved organising meetings to discuss Parkinson's and VR with Parkinson's UK charity, creating 3D models with Blender, producing haptic devices, and surveying user experience.

(BSc 2018) The effects of L-type calcium channel blocker nifedipine on non-REM electroencephalographic rhythms in mice

I worked with MatLab to analyse EEG data and performed quantitaive analysis with SPSS statisics software to investigate changes in sleep wave patterns in mice relating to Schizophrenia. This also required a personal license.

TECHNICAL SKILLS

Python, Microsoft Office
Javascript, C# (Unity), C, Java
SQL, Cypher, HTML/CSS
+ SPSS, GIMP, Blender, LaTeX

ROLES

MSc Computer Science Course Representative

2018-19 (1Y, Voluntary)

- Responsible for liaising with the school committee to communicate issues encountered on the course by other students.

Peer-Assisted Support Leader

2017-2018 (1Y, Paid)

- Employed to support learning for a group of first year Neuroscience students at the University of Bristol, leading fortnightly sessions that covered teaching material.

Neuroscience Society events coordinator and social secretary

2016-2017 (1Y, Voluntary)

- Regular meetings to organise, plan and budget events for the entire Neuroscience Cohort (200+ members) catering to a diverse range of interests.

Stencyl Software Beta Tester

2011-2012 (1Y, Voluntary)

- Worked on making small indie games using the game-making software Stencyl as part of a small team, giving feedback on design and software issues before public release.

Previous Employment

2014-2018 (<5 Months, Part-time work)

- Waiting Staff (Event's Venue)
- Bar Staff (Nightclub)
- Counter Assistant (Pharmacy)
- Customer Advisor (Clothes Shop)

INTERESTS & HOBBIES

- I love art, watercolour, mural-sized acrylic and oil painting. Recent work is uploaded at https://www.redbubble.com/people/awwpaper/.
- Since I was young I was interested in making indie games, using Stencyl, GameMaker and more recently Unity. Some earlier games and graphics can be found on www.nxzfreak.weebly.com.