# NICOLAS PROTHERO

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## EDUCATION

**University of Florida • Class of 2025**
Gainesville, FL | 2021 - Present
**GPA 3.50**
*Bachleor of Science in Computer Science*
*Bachelor of Fine Arts in Graphic Design*

## EXPERIENCE

**IDC • Intern Data Operations Team**
Remote | Feburary 2019 - April 2019
- *Worked on projects in Python, shadowing data operations team.*
- *Met with and provided project updates weekly to team manager.*
- *Projects worked with large data sets to sort, manage, and diplay.*

**CodeQuest • Intern Python Coding**
Remote | June 2020 - July 2020
- *Strengthed real world python skills through team projects.*
- *Met online daily with teammates and manager.*
- *Projects involving AI, alpha-beta pruning, minimax algorithms.*

## PROJECTS

**Javascript Web Video Game •** *sproutshooter.com*
JUNE 2022 - Present
- *Web game coded entirely in Javascript and HTML.*
- *Fight off enemies as you progress through harder waves.*
- *OOP with use of libraries such as GSAP and howler.js*

**Personal Website Portfolio •** *nicolasprothero.com*
MAY 2022 - JULY 2022
- *Fully responsive website coded from the ground up.*
- *Showcases personal projects and original illustration work.*
- *Prototyped in Adobe XD then coded in HTML/CSS & JavaScript.*

## DESIGN

| | | |
|---|---|---|
| Illustrator | Sketch | Adobe Dimension |
| Photoshop | Figma | Procreate |
| Adobe XD | Adobe InDesign | |

## PROGRAMMING

| | |
|---|---|
| Python | C++ |
| Java | HTML |
| JavaScript | CSS |