

NICOLAS MITCHELL

namitc02@louisville.edu

(502)649-8340

10704 Sunderland Road, Louisville, KY 40243

EDUCATION

Bachelor of Science in Computer Science and Engineering

JB Speed School of Engineering, University of Louisville

GPA: 3.341/4.0

May 2020

Louisville, KY, USA

SKILLS

Languages: C, C++, Java, Python, Golang, JavaScript, Bash

Other technologies: AWS, Docker, Git, GNU/Linux, SQL and NoSQL databases, ReactJS, Ansible

Fields of Expertise: Backend Programming, serverless architecture, cloud infrastructure, networking

WORK EXPERIENCE

SAP Next Talent Rotational Developer

September 2020-Present

SAP

Remote/Palo Alto, CA

- Worked on a team to architect and develop an automated workflow scheduler for infrastructure teams
- Pushed containers to repositories and automated container deployment using Ansible
- Improved automated processes for server deployment and setup

Backend Software Developer Intern

June 2019-August 2019

Red Ventures

Fort Mill, SC

- Developed backend micro-services in Golang for an internal data pipeline software
- Developed integration with third party service providers like Segment
- Built web UI components using ReactJS
- Wrote MySQL database migrations to facilitate software functionality

Visiting Research Assistant

January 2019-May 2019

University of Southern California Information Sciences Institute

Waltham, MA

- Researched and developed a system component for a DARPA funded project to automatically detect and respond to phishing emails
- Worked with a team to develop new features and fix bugs for a Natural Language Processing library written in Python

Software Developer Intern

January 2018-April 2018

El Toro

Louisville, KY

- Wrote automated unit and integration tests for database software in Go
- Wrote integrations for various databases including MongoDB, Aerospike, and PostgreSQL in Golang
- Wrote a public REST API with Golang to handle and process requests using Amazon Web Services
- Used Docker containers to control and automate tests

Student Tutor

August 2017-Present

Resources for Academic Achievement (REACH)

Louisville, KY

- Helped students and staff solve IT problems
 - Tutored students in Python, C, C++, and other Computer Science classes
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APPLIED EXPERIENCE

Embedded Systems: Used an Arduino to interact with an LED screen and vehicle ECU, designed and developed a self-orienting solar panel using an Atmel microcontroller, designed and built a touch-sensor game on a Raspberry Pi.

IoT/Serverless: Designed, developed, and deployed an IoT pilot project that ran sensor data through AWS IoT to an Aurora Serverless database cluster using a lambda function.

Networking/Architecture: Managed micro services in an AWS VPC separated into public and private subnets. Included components were a database, web api, and web client.

Hackathons: FirstBuild 2017, VandyHacks 2017, DerbyHacks 2018, FirstBuild 2018

CERTIFICATIONS

AWS Certified Solutions Architect – Associate

July 2019- July 2022