Nicolas Mitchell

University of Louisville | JB Speed School of Engineering
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EDUCATION

Bachelor of Science in Computer Engineering/Computer Science Expected May 2020
Master of Engineering in Computer Engineering/Computer Science Expected May 2021
J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky **GPA 3.412/4.0**
Hours Completed: 110

LANGUAGES/TECHNOLOGIES

- **Languages: C, C++, Java, Python, Golang**
- Web Design with HTML, CSS and Javascript
- Assembly and embedded systems programming using microcontrollers
- 3D modeling in Blender and Solidworks
- Graphic Design and 2D Animation Experience
- Experience with RESTful APIs
- Containerization with Docker
- GNU/Linux environment, including GCC, Bash, and Ubuntu
- SQL and NoSQL databases including MongoDB, PostgreSQL, Cassandra, and Aerospike

APPLIED EXPERIENCE

Hardware: Designed and assembled a gaming computer from scratch, used an Arduino to interact with electrical systems such as an LED screen and vehicle ECU, designed and built a self-orienting solar panel using an ATMega328P Microcontroller and stepper motor
Go: Worked on a backend application and RESTful API that processed HTTP requests to schedule AWS tasks and interact with databases, built a computer vision parking spot detector for a hackathon using darknet
C/C++: Used for Data Structures assignments, Embedded systems projects, Arduino programming, and Operating Systems class projects
Python: Used in conjunction with TensorFlow to create image recognition software as part of a hackathon, as well as to automate simple tasks and run maintenance scripts

WORK EXPERIENCE

Software Developer Intern January 2018-April 2018
El Toro Louisville, KY

- Wrote automated unit and integration tests for database software in Go
- Wrote software in Go to interact with various databases including MongoDB, Aerospike, and PostgreSQL
- Wrote an outward-facing RESTful API with Golang to handle and process requests using Amazon Web Services
- Used Docker containers to control and automate tests

Student Tutor August 2017-December 2017
Resources for Academic Achievement (REACH) Computer Resource Center Louisville,KY

- Helped students and staff with IT issues
- Tutored for Computer Information Systems and Computer Engineering classes
- Helped students solve problems with Microsoft applications, Python, C, C++, C#, and Java

Desk Staff May 2017 – October 2017
University of Louisville Campus Housing Louisville, KY

ACTIVITIES/HONORS

Electronics Team Member, *Formula SAE* January 2018-Present

- Designed LED screen to show vehicle RPMs using an Arduino
- Wrote code to control gear shifting and tracking of speed and RPM from the ECU

Hackathons: FirstBuild Hack the Home 2017, VandyHacks 2017, DerbyHacks 2018
VP of Finance and Loss Prevention, *Delta Upsilon Fraternity* January 2018-Present

- Prepared the budget, tracked expenses, and handled collection of dues
- Ensured the chapter suite was kept clean and rules were followed during social events

VP of Associate Member Education, *Delta Upsilon Fraternity* April 2017-November 2017