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
J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky **GPA 3.341/4.0**
Hours Completed: 135

LANGUAGES/TECHNOLOGIES

- **Languages: C, C++, Java, Python, Golang**
- Assembly and embedded systems programming
- RESTful APIs
- Containerization/Docker
- GNU/Linux environment
- SQL and NoSQL databases

APPLIED EXPERIENCE

Hardware: Used an Arduino to interact with electrical systems such as an LED screen and vehicle ECU, designed a self-orienting solar panel using an ATMega328P Microcontroller
Go: Built a computer vision parking spot detector for a hackathon using YOLO image recognition.
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

Backend Software Developer Intern June 2019-August 2019
Red Ventures Fort Mill, SC

- Developed backend microservices 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 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-Present
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

CERTIFICATIONS

AWS Certified Solutions Architect – Associate July 2019- July 2022