

# Nicolas Mitchell

University of Louisville | JB Speed School of Engineering

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<b>EDUCATION</b>	<b>Bachelor of Science in Computer Engineering/Computer Science</b> <b>Master of Engineering in Computer Engineering/Computer Science</b> J.B. Speed School of Engineering, University of Louisville, Louisville, Kentucky	Expected May 2020 Expected May 2021 <b>GPA 3.466/4.0</b> Hours Completed: 80
<b>SKILLS/COURSEWORK</b>	<ul style="list-style-type: none"><li>• <b>Fluent in C, C++, Java, Python, C#, and Javascript</b></li><li>• Web Design with HTML and CSS</li><li>• Calculus I-III</li><li>• Differential Equations*</li><li>• Logic Design*</li><li>• Data Structures*</li></ul> <p>*Courses being taken in Fall 2017</p> <ul style="list-style-type: none"><li>• 3D modeling in Blender and Solidworks</li><li>• Graphic Design and 2D Animation Experience</li><li>• Game Development using Unity and C#</li><li>• Fluent in Spanish</li><li>• Musician – have played guitar for 8 years</li></ul>	
<b>CERTIFICATIONS</b>	<b>IC3</b> - Certified through a Computer Applications course in High School <b>Adobe</b> – Certified through a series of Graphics and animation courses in High School	
<b>APPLIED EXPERIENCE</b>	<b>High School:</b> Designed and assembled a gaming computer from scratch in 2013 <b>Java:</b> Several class assignments, also a tutor for students taking the Java class at UofL <b>C#:</b> Used C# in conjunction with Unity game engine to build computer games <b>C/C++:</b> Used for Data Structures class, also used in conjunction with Arduino <b>Python:</b> Used in conjunction with Tensorflow to create image recognition software as part of a hackathon <b>HTML/CSS/JavaScript:</b> Self-taught using online resources and books, currently building a personal website	
<b>WORK EXPERIENCE</b>	<b>Student Tutor</b> <i>Resources for Academic Achievement (REACH) Computer Resource Center</i> <ul style="list-style-type: none"><li>• Helped students and staff with IT issues</li><li>• Tutored in Computer Information Systems and Computer Engineering/Computer Science classes</li><li>• Helped students solve problems with Microsoft applications, Python, C, C++, C#, and Java</li></ul> <b>Desk Staff</b> <i>University of Louisville Campus Housing</i> <ul style="list-style-type: none"><li>• Kept track of visitors, watched the front lobby, and answered phone calls</li><li>• Used spreadsheets to track mail and rooms</li><li>• Used security and administrative software to log and address problems faced by residents</li></ul>	August 2017-Present Louisville, KY May 2017 – October 2017 Louisville, KY
<b>ACTIVITIES/HONORS</b>	Second Place, <b>FirstBuild "Hack the Home" Mega Hackathon</b> , 9/9/2017-9/10/2017 <ul style="list-style-type: none"><li>• Team created "Fridge VZN" – hacked a refrigerator by adding a camera and running an image recognition algorithm that displayed the types of items and quantities on a UI</li><li>• Also won PCI LTD Smart Home award and GE's Best Digital Experience Award</li></ul> Vice President of Associate Member Education, <b>Delta Upsilon Fraternity</b> , April 2017-Present <ul style="list-style-type: none"><li>• Teaching new members about fraternity history and values</li><li>• Planning events to reinforce material</li><li>• Keeping track of the progress and grades of new members</li></ul> Member, <b>National Honors Society</b> , 2013-2016 Member, <b>Student Technology Leadership Program</b> , 2013	