

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

## LANGUAGES/TECHNOLOGIES

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

<b>APPLIED EXPERIENCE</b>	<p><b>Hardware:</b> 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</p> <p><b>Go:</b> 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</p> <p><b>C/C++:</b> Used for Data Structures assignments, Embedded systems projects, Arduino programming, and Operating Systems class projects</p> <p><b>Python:</b> Used in conjunction with Tensorflow to create image recognition software as part of a hackathon, as well as to automate simple tasks and run automation and maintenance scripts</p>
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WORK EXPERIENCE	<b>Software Developer Intern</b>	January 2018-April 2018
	<i>El Toro</i>	Louisville, KY
	<ul style="list-style-type: none"><li>• Wrote automated unit and integration tests for database software in Go</li><li>• Wrote software in Go to interact with various databases including MongoDB, Aerospike, and PostgreSQL</li><li>• Wrote an outward-facing RESTful API with Golang to handle and process requests using Amazon Web Services</li><li>• Used Docker containers to control and automate tests</li></ul>	
	<b>Student Tutor</b>	August 2017-December 2017
	<i>Resources for Academic Achievement (REACH) Computer Resource Center</i>	Louisville, KY
	<ul style="list-style-type: none"><li>• Helped students and staff with IT issues</li><li>• Tutored for Computer Information Systems and Computer Engineering classes</li><li>• Helped students solve problems with Microsoft applications, Python, C, C++, C#, and Java</li></ul>	
	<b>Desk Staff</b>	May 2017 – October 2017
	<i>University of Louisville Campus Housing</i>	Louisville, KY

<b>ACTIVITIES/HONORS</b>	<b>Electronics Team Member, Formula SAE</b>	January 2018-Present
	<ul style="list-style-type: none"><li>• Designed LED screen to show vehicle RPMs using an Arduino</li><li>• Wrote code to control gear shifting and tracking of speed and RPM from the ECU</li></ul> <p><b>VP of Finance and Loss Prevention, Delta Upsilon Fraternity</b></p> <p>January 2018-Present</p> <ul style="list-style-type: none"><li>• Prepared the budget, tracked expenses, and handled collection of dues</li><li>• Ensured the chapter suite was kept clean and rules were followed during social events</li></ul> <p><b>VP of Associate Member Education, Delta Upsilon Fraternity</b></p> <p>April 2017-November 2017</p>	