NICOLAS MITCHELL

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EDUCATION

Bachelor of Science in Computer Science and Engineering May 2020
JB Speed School of Engineering, University of Louisville Louisville, KY, USA
GPA: 3.341/4.0

SKILLS

Languages: C, C++, Java, Python, Golang, JavaScript, Bash
Other technologies: AWS, Docker, Git, GNU/Linux, SQL and NoSQL databases, ReactJS
Fields of Expertise: Backend Programming, serverless architecture, cloud infrastructure, front-end development, networking

WORK EXPERIENCE

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 software in Go to interact with various databases including MongoDB, Aerospike, and PostgreSQL
- Wrote a web-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) 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

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 ATMega328P Microcontroller, designed and developed a touch-sensor game using 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: Designed an Aurora Serverless Database Cluster and placed it in a private subnet of a VPC and an EC2 API that was placed in a public subnet of the same VPC. Served database data to authorized users through a ReactJS web client hosted in S3.
Hackathons: FirstBuild 2017, VandyHacks 2017, DerbyHacks 2018, FirstBuild 2018

CERTIFICATIONS

AWS Certified Solutions Architect – Associate July 2019- July 2022