

# Nickolas Paraskevopoulos

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## Education

### Virginia Tech | Blacksburg, VA

B.S. in Computer Science, College of Engineering, 3.5 GPA

MEng in Computer Science, College of Engineering

August 2021 – May 2025

Dean's List: Fall 2021, Spring 2023, Fall 2023, Spring 2024

August 2025 – May 2026

## Experience

### SAIC | Mobile Software Developer

June – Present | Alexandria, VA

- Collaborated with **Ora AI inc.** to design and develop a cross-platform (**Android/iOS**) mobile application using **React-Native (TypeScript)** with the **Expo** framework for tracking and managing daily nutrition.
- Integrated an AI-powered chatbot leveraging **LangChain** and **OpenAI** via **Python FastAPI**, automating natural language processing for meal logging, personalized meal recommendations, and fitness advice with native speech-to-text functionality.
- Deployed the chatbot using **Docker** and **Google Cloud Run**, ensuring scalable and efficient cloud infrastructure.
- Implemented features such as barcode scanning, custom saved meals, and step count integration, utilizing **Supabase (PostgreSQL)** for user data management and authentication.
- Added gamification features such as daily streak counts and push notifications to boost user engagement, alongside integrating progress tracking with dynamic visualizations.

### Pangiam Labs | Software Engineer Intern

May – August 2023 | Mclean, VA

- Collaborated with a development team on the "Mobile Enroll" **Android app**, aimed at streamlining US-Canadian border crossings for sports teams by authenticating passports and travel documents.
- Utilized **Jetpack Compose**, Android's primary UI toolkit, to create an intuitive user interface in **Kotlin**.
- Designed **UI mockups** outlining the visual presentation and different workflows of the app.
- Integrated Google's **MLKit Text Recognition library** for Machine Readable Zone scanning, **JMRTD library** for NFC/RFID chip reading, and Pangiam's **Trueface SDK** for one-to-one face verification, enhancing travel document authentication processes.
- Implemented and managed an **SQLite database** through the integration of the **Android Room library**, ensuring efficient data handling and improved app performance.

### Ascendra | Software Engineer Intern

June – August 2020 | Fairfax, VA

- Developed an NFL Pick'Em **Java application**, aimed at boosting morale within the company through weekly matchups between employees.
- Designed an **Entity Relationship Diagram (ERD)** for the application's database, ensuring organized data relations for employees, games, and team winner selections.
- Set up a **PostgreSQL database** for the application, prioritizing data integrity and quick query responses.
- Integrated the Java application with the database using **JDBC**, allowing for real-time updates and computations.
- Implemented a **JSON-based configuration** for the application, enabling the application's adaptability for various sports leagues, including MLB, NHL, and MLS.

## Technical Projects

### Music Database Management System | Java

- Designed and implemented a **Java-based system** for the efficient management and analysis of song and artist metadata, utilizing extensible **hash tables** and an **adjacency list-based graph** data structure.
- Integrated **quadratic probing** for hash collision resolution, **Union-Find** for identifying connected components, and **Floyd's algorithm** for computing shortest path within the graph.

## Relevant Coursework

Operating Systems (C/Linux/Bash) • Data Structures and Algorithms I, II, & III (Java) • Computer Organization I & II (C/Linux/Assembly) • Problem Solving in Computer Science (Python) • Discrete Mathematics • Linear Algebra

## Skills

**Languages:** Java, C, Kotlin, Python, JavaScript, TypeScript, HTML, CSS, SQL, XML

**Frameworks:** React, React-Native, NextJS, Expo, FastAPI, Jetpack Compose

**Technologies:** PostgreSQL, SQLite, Supabase, Git, Jira, Figma

**Platforms:** Linux, Android, iOS