Nickolas Paraskevopoulos

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Education

Virginia Tech | Blacksburg, VA **August 2021 – May 2025**

College of Engineering, B.S. in Computer Science, 3.5 GPA Dean's List Fall 2021, Spring 2023, Fall 2023

Experience

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 advanced algorithms, including **quadratic probing** for hash collision resolution, **Union-Find** for identifying connected components, and **Floyd's algorithm** for computing shortest path within the graph.
- Optimized the system for scalability and performance, ensuring dynamic data handling through real-time hash table resizing and efficient graph operations for artist-song relationship analysis.

GPA Calculator | Python

- Designed and developed a GPA calculator in **Python** to aid students in computing their cumulative grade point average for a given academic term.
- Interacted with the **Virginia Tech Canvas API** to retrieve real-time grade data.
- Utilized the **Tkinter library** to create a simple GUI for user input and instant GPA display.

Relevant Coursework

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 ● Applied Combinatorics

Skills

Languages: Java, C, Kotlin, Python, HTML, CSS, SQL, XML
Technologies: PostgreSQL, SQLite, Jetpack Compose, Git, Jira, Figma
Platforms: Linux, Android
Hardware: x86, RISC-V

Involvement

Community: Volunteering @ The Smithfield-Preston Foundation
Clubs: CS Careers @ VT, Real Greek Life (Greek Student Association)