Nicholas Szeto

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LANGUAGES AND TECHNOLOGIES

React Native, Node.js, Javascript, Java, React, SQL, PostgreSQL, HTML5, CSS3, Git, Python, C, C++, JQuery

PROJECTS

Chowin-Out [Github](#) | [Play Store](#) | [App Store](#) | [App Presentation](#)
- Coordinated with a team of 4 to create a dual platform app, with React Native, released in the App and Play store in 3 weeks.
- The application's objective is to help the user decide on a type of food to eat by using the user's current location and showing them visually appealing photos of food choices around them.
- Implemented simple and fluid design through iterations and with use cases of different users in mind.
- Designed and developed with EatStreet, Yummly, and Yelp APIs to give users the best experience possible, by having multiple food options in nearby area, restaurant information, and directions.
- Thought up and cultivated the app idea, was responsible for the layout of mobile experience, fetching, sorting, and logic of data in the back end, and working with the front end to display the results.

Uno [GitHub](#) | [Heroku](#)
- Collaborated in a team of 4 to create a Web application version of Uno with PostgresQL, Node.js, Socket.io
- The web app would have the ability to have multiple concurrent games running at the same time, real time updates whenever a valid action was performed, and an in game chat tied to each user in a session of the game.
- Each user could possibly be in multiple games at once and the server would check if they belonged in the correct session by the user's credentials.
- Responsibilities included database design, game logic, and functions to create, read, update, and delete data from the database.

Crypto-Brite [GitHub](#) | [Expo](#) | [SF Hacks](#) Best Beginner Hack, Best Use of Dash API, Best Mobile Hack
- Cooperated in a team of 4 to create two dual platform applications in React Native in 24 hours.
- First application displays different events and allows the user to purchase with cryptocurrency with a history of their tickets in the form of a QR code.
- Second application scans and verifies the QR code ticket of the event which would allow confirmation of a purchased ticket.
- Tasked with layout design, styling, and mobile navigation and flow of the application.

Gator Realtor [GitHub](#)
- Worked together in a group of 6 to create a real estate website that provides features such as creating, managing, and searching for real estate listings using, Node.js, Express, Handlebars, Bootstrap, Javascript, HTML, CSS, and SQL.
- Followed the software development life cycle from planning, making mock ups, assigning tasks, and receiving client feedback.
- Collaborated with stakeholders to iteratively improve the product and create a better user experience.
- My undertaking was being front end lead, designed the layout, divided up and gave tasks, coordination with team and client.

Tank Wars [GitHub](#)
- Designed and implemented a 2D multiplayer shooter game, in Java, with a split screen, mini map, and destructible walls.
- Gained experience in programming a game UI, implementing game object collision mechanics, and creating a repurposable game engine.
- Researched and applied design patterns such as Singleton, MVC, Observer, and Visitor.
- Applied SOLID programming principles and software planning that resulted in faster development and maintainable code.

EMPLOYMENT HISTORY

PINC Mentor | San Francisco State University   August 2017 - January 2018
- Mentored a team of three biology students to design, plan, and implement a web application used to predict parent cats' offspring traits.
- Facilitated weekly meetings to discuss current progress, reflect on problems encountered, and plans for future work.
- Provided suggestions, direction, and both emotional and technical support to the team when desired plans do not proceed as expected or when unforeseen events occur.

Instructional Student Assistant | San Francisco State University   August 2017 - January 2018
- Taught a supplementary *Introduction to Programming with Java* lab to a classroom of thirty students.
- Developed weekly lesson plans and assignments to enforce a better understanding of introductory programming concepts (variables, control flow, basic data types, object-oriented programming).
- Emphasized good programming practices throughout the semester to help students become better developers.

EDUCATION

San Francisco State University B.S. Computer Science *Cumulative GPA*: 3.79   May 2018