Nicholas J. White

njw275@nyu.edu
+1(502) 435-0141

Software Engineer with a focus in Virtual and Augmented Reality

---

EDUCATION

New York University Abu Dhabi, Abu Dhabi, UAE *May 2018*
Bachelor of Science in Computer Science, Minor in Applied Mathematics and Interactive Media
Coursework: Alternate Realities, Udemy: The Complete ARKit Course, Mashups: Creating with Web APIs, Database Systems, Computer Networking, Data Structures, Algorithms, Computer Systems Organization

TECHNICAL SKILLS

Programming Languages: Python, C, C#, Java, JavaScript (JQuery, AJAX, JSon), Node.js, HTML5, CSS, PHP
Developer Tools: Unity Game Engine (VR), XCode (AR)   **Programming Tools:** Git, Processing, Arduino
Database: MySQL, PostgreSQL, Mongo DB   **Operating Systems:** Linux, Mac OS X, Windows

PROFESSIONAL EXPERIENCE

Guggenheim Abu Dhabi, Abu Dhabi, UAE *June 2018 – July 2018*
Virtual Reality Developer
- Contracted by the curators of the Guggenheim Abu Dhabi to create a museum gallery with the HTC Vive
- Designed the VR experience as a tool for the curators to move 3d models of artworks around
- Allowed for saving of the space for curators to send to colleagues and created a Google Cardboard mobile version

Virtual Reality Lab Monitor, Abu Dhabi, UAE *August 2017 – May 2018*
Lab Monitor/Student Assistant
- Teaching assistant for the virtual reality class at NYU Abu Dhabi
- Assisted student projects that were developed in Unity with the HTC Vive
- Managed and organized the VR Lab space and equipment
- Lead an introduction to Unity and VR Workshop

Shoptaki, New York, USA *October 2016 – May 2017*
Software Engineering Intern
- Worked with a team of three implementing payment processing API with smart contract and B2B considerations
- Developed global B2B marketplace web platform for small to medium businesses with Django
- Developed the website for the company

PROJECTS

Alternate Platform, Abu Dhabi, UAE *March 2018 – May 2018*
Lead Software Engineer
- Created an open source software that allows for V.R. networking with Unity developed experiences for HTC Vive
- As a unity package, the software can be dropped into any project to allow for multiple users to interact from anywhere

Unity Machine Learning Tool, Abu Dhabi, UAE *January 2018 – March 2018*
Software Engineer
- Created a tool that allows for Unity programmers to insert prefabs in their scene based on Machine Learning actions
- Designers can use this open source tool to edit their VR scenes without having to take off their headsets

Perfect Heist VR, Abu Dhabi, UAE *April 2017 – May 2017*
Software Engineer
- Worked with a team of three to create a heist game in VR with the HTC Vive
- Players work with a teammate to case a two-story home and get out before the owners return

LEADERSHIP EXPERIENCE

DISCOVR – Virtual Reality Student Interest Group *February 2017 - May 2018*
Founder, Vice President
- Organized events to showcase the possibilities of virtual reality and help spark interest for the growing technology
- Hosted semi-weekly meetings to explore new VR games/experiences

Student Google Club Leadership Team August *2015 - December 2015*
President
- Worked with a team to create events to spread knowledge of computer science and engineering
- Learned teamwork skills to organize events and co-host events with Women in STEM Club

ADDITIONAL SKILLS & ACTIVITIES

Language: English – Fluent, Chinese - Intermediate, Arabic – Beginner
Student Activities: NYUAD Blockchain Collective —Treasurer (2017), The Rhythm Project Group – Researcher/Web Developer (2017-2018)