Nicholas J. White

Software Engineer with a focus in Machine Learning

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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: A.rt I.ntel, Database Systems, Database Design and Web Implementation, Software Engineering, Operating Systems, Computer Networking, Computer Security, 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/iOS)   **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

BirdVox, New York City, USA   *June 207 – August 2017*
Software Engineer
- Created ML software for onset detection, peak picking, and graphing of nocturnal avian flight calls
- Worked with research team creating the software on Jupyter notebooks with Librosa, Pandas, and Numpy

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

PROJECTS

Tuned – Group Music Recommendation, Abu Dhabi, UAE   *June 2017 – May 2018*
Software Engineer
- Developed a web application with Node.js that recommends music from Spotify to the users in the group
- Using the Spotify API, users can connect with each other and have a playlist made with interests of all users

Human Art Style Transfer, Abu Dhabi, UAE   *April 2017 – May 2017*
Software Engineer
- Integrates Cornell's Deep Painterly Harmonization and Google's DeepLab
- The application identifies the user in a photo using DeepLab and uses Deep Painterly Harmonization to apply a style transfer on the user to match a painting of their choice
- The application delivers the final product to the user's email for their convenience

Unity: Prefab ML 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

LEADERSHIP EXPERIENCE

DISCO*VR* – 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)