**Nicholas J. White**

Software Engineer with a focus in Virtual and Augmented Reality

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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:** 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**

**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)