# Nick Kisel

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Second-year UC Berkeley CS student, tutor, and media producer prepared to build large projects & effective communication skills from an internship on an industry standard software development team.

# Skills

Languages: Python (advanced), Java (advanced), C (proficient), Scheme, HTML, CSS, JavaScript, SQL Experience using Git, Unix commands, writing unit & integration tests, using debuggers.

## Education

University of California, Berkeley (GPA: 3.67)

August 2018 - Present

Relevant Coursework

Structure & Interpretation of Computer Programs Discrete Mathematics and Probability Theory Designing Information Devices and Systems I & II BA, Computer Science (In Progress) Expected Graduation: Spring 2022

In Progress: **Data Structures** Machine Structures

Principles & Techniques of Data Science

# **Projects**

#### (see samples at github.com/nkisel/Samples)

Gitlet

(Java) github.com/nkisel/Samples

- Add, remove, commit, push, fetch, and pull different versions of files just like with Git.
- Files are uniquely identified by SHA-1 hashing and serialized in a hidden directory.

**Tablut** 

(Java, HTML) github.com/nkisel/Samples

- Norse attack-and-defense board game, complete with AI for solo play & GUI for two-player games.
- Al follows the minimax algorithm with alpha-beta pruning for fast & intelligent decision-making.

#### Mandelbrot Fractal Viewer

- (C) github.com/61c-student/fa19-proj1-nkisel
- Generates a video of a linear zoom between two magnifications of the Mandelbrot set.
- Calculates the number of Mandelbrot iterations for a grid of points and maps each point to a color.
- Customizable to arbitrary resolution, video length, color, and zoom level.

#### **Enigma Machine**

(Java) github.com/nkisel/sgnpst

- Expands the capabilities of the World War II era message encryption device with a rotating cipher.
- Sets up a machine with any alphabet, any number and order of user-defined rotors, and (en/de)codes!

#### Scheme Interpreter

(Python, Scheme)

github.com/nkisel/61A/tree/master/scheme

- Python application that directly mimics Scheme specification and behavior
- Converts syntax such as operators and special forms into tokens, representing them as Python objects
- Implemented tail-call optimization, improving memory use and recursion capabilities

(Python)

github.com/nkisel/61A/tree/master/ants

- Browser-compatible iteration of hit strategy game "Plants vs. Zombies"
- Objects & inheritance distinguish ants of similar characteristics with minimal repetition.

### **Audio Recording and Analysis**

(Python)

github.com/nkisel/loudness-extractor

- Python application capable of recording & analyzing audio to determine average amplitude.
- Implemented menus, input sanitization, and file I/O to promote highly customizable output.
- Extensions include volume auto-ducking, automated music selection, video clip capture.

#### Interests

Videos: filming, editing, graphic design, branding for documentaries & interviews hosted online.

Adobe Photoshop, Illustrator, Premiere, After Effects; Sony Vegas; Audacity; Blender

Music: Composition and production of electronic, rock, hip-hop soundtracks.

FL Studio & Ableton Live, familiarity with recording techniques, equipment, and formats.