Nolan Willis

OBJECTIVE

Motivated and adaptable computer science undergraduate looking for internships to gain experience in the field. I hope to pursue a career related to computer graphics and video game development.

SKILLS

Languages
Python, C/C++, Java, JavaScript, HTML, CSS

Tools
Unreal Engine, JIRA, VS Code, Git

ACTIVITIES

IEEE, Syracuse University Chapter
Member, Sep 2021 – present

The student chapter of IEEE, at Syracuse University, organizes technology related talks and events. Connecting students with industry.

Esports at Syracuse University
Member, Sep 2019 – May 2020

I was a member of the Overwatch club team, we competed in the TESPA collegiate championship.

EDUCATION

Syracuse University
BS Computer Science, Minor in Mathematics
GPA: 3.1, expected completion: May 2023
Relevant Coursework:

Software Specification and Design
An in-depth introduction to software engineering, covered topics like SDLC principles, UML diagramming, and object-oriented design.

Data Structures
Introduction to data structures using Java, implemented various data structures and search algorithms.

Analysis of Algorithms
Introduction to algorithms, covered asymptotic analysis, divide and conquer/greedy algorithms, dynamic programming, and graph theory.

EXPERIENCE

EIS GROUP, JUNIOR DEVELOPMENT INTERN
Jun 2021 – Aug 2021

Gained valuable experience in a large-scale, professional environment, working closely with a development team creating insurance software. Used GitLab, JIRA, attended team meetings, wrote Markdown documentation, and helped fixed minor bugs in React JS based apps.

FS ENGINEERING, INTERN
Jun 2017 – Aug 2017

Organized and converted digital HVAC blueprints to Autodesk Revit.

CONTACT

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https://nolanwillis.github.io/portfolio/index.html