

Nolan Willis

OBJECTIVE

Motivated and adaptable computer science undergraduate, looking for internships to gain experience. I hope to pursue a career in web or video game development.

SKILLS

Languages and frameworks

C#, C++, Java, JavaScript, HTML, CSS, React

Tools

Unity, JIRA, VS Code, Git, MongoDB

PROJECTS

Dungeon Defender

3D platformer using Unity and C#. Covers topics such as: animation, enemy AI, melee combat, lighting, menus/UI, post processing, and more.

Hungry

Food suggestion web app that utilizes the MERN stack and Cloudinary. Users can create an account and add recipes for future reference.

ACTIVITIES

IEEE, Syracuse University Chapter
Esports at Syracuse University

EDUCATION

Syracuse University

BS Computer Science, minor in Mathematics

GPA: 3.2, expected completion: May 2023

Relevant Coursework

- Software Implementation: An in-depth introduction to SDLC principles, focusing on Agile software development in a team.
- Computer Graphics: Created multiple projects using C++ and OpenGL. Covered topics like animation, lighting, color picking, and more.
- Analysis of Algorithms: Covered topics like divide and conquer, greedy algorithms, dynamic programming, and graph theory.

EXPERIENCE

Boosted Biz, Web Development Intern

Jun 2022 – Present

Currently working alongside their development team creating an online marketplace. Responsible for implementing forms and pages using Chakra UI and React. Also helping integrate services such as Medusa, Stripe, and Supabase.

EIS Group, Junior Development Intern

Jun 2021 – Aug 2021

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

CONTACT

(315)-663-1704 | nolanwillis38@gmail.com

<https://www.linkedin.com/in/nolan-willis>

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