

Nolan Willis

OBJECTIVE

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

SKILLS

Languages and frameworks

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

Tools

Unreal Engine, JIRA, VS Code, Git, MongoDB

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 TESSA collegiate championship.

EDUCATION

Syracuse University

BS Computer Science, minor in Mathematics

GPA: 3.18, expected completion: May 2023

Relevant Coursework:

Software Implementation

An in-depth introduction to SDLC principles, focusing on Agile software development. Created a food suggestion web-app as a final project that utilizes the MERN stack.

Data Structures

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

Analysis of Algorithms

Introduction to algorithms, covered topics like 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 fix 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>