

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.

Systems and Network Programming

Introduction to the C programming language, UNIX systems, and BASH scripting.

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

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

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

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