Nolan Winsman

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EDUCATION

Bachelor of Arts in Computer Science, *Southwestern University* ⬈   08/2018 – 05/2022 │ Georgetown TX

Relevant Courses:
Algorithms, Artificial Intelligence, Database Management, Programming Languages, Linear Algebra

EXPERIENCE

Quality Assurance Engineer Intern, *hOp Life* ⬈   06/2021 – 11/2021 │ Austin TX
- Generated and executed test coverage for user stories and regression. Spearheaded effort to audit and improve test case structure and quality.
- Developed website test automation with Cypress test framework
- Designed and created Business Process Model Diagram (BPMN) compliant diagrams and workflows detailing both QA and company wide agile processes used onboarding new employees.

Computer Science Club President   05/2021 – present │ Georgetown TX
- Work with the leadership team to create and adjust event roadmaps for the club that balance providing events that retain and bring value to our current members while also encouraging new member sign ups.
- Coordinate group coding projects to develop skills in several areas such as Git, Kanban Boards, and coding.

Southwestern eSports Player   09/2019 – present │ Georgetown TX
- As a team, compete against other institutions in Texas in the video game *Super Smash Brothers Ultimate.*
- Host and organize on campus video game tournaments open to the entire student body.

Student Government Executive   09/2019 – 06/2021 │ Georgetown TX
- Communicated with students about their concerns and frustrations on campus.
- Coordinated with faculty and staff in attempt to resolve these concerns or compromise on a reasonable solution

PROJECTS

Computer Science Club Discord Bot
- Developed and deployed a Discord bot for the Computer Science Club Discord Group
- The codebase is managed in Github projects with a ticketing system where I allocate work to students to implement and improve features for the server
- Bot includes many features for interactivity and enjoyment for the Computer Science Club

Doom Neural Network
- Improved the performance of a deep a neural network in VizDoom, an AI research platform for the 1993 video game Doom.
- The Doom agent learns to solve different scenarios, such as a room full of acid with health kits scattered around and another where enemies slowly move towards the agent and the agent must defeat them before the enemies are too close.
- Self taught in collecting data on the performance of the deep nerual network then displaying and analysing that data in matplotlib.

SKILLS

Languages: Python, C++, Java, JavaScript, SQL, Bash

Dev Tools: Git, Jira, Cypress, Postman, Linux, LaTeX