

Nolan Winsman

✉ nolanwinsman@gmail.com ☎ 512-584-7861 🔄 github in linkedin 🖱 nolanwinsman.com

EDUCATION

Bachelor of Arts in Computer Science, *Southwestern University* 📍 08/2018 – present | Georgetown TX

Relevant Courses:

Algorithms, Artificial Intelligence, Cyber Security, Database Management, and Discrete Mathematics

EXPERIENCE

Quality Assurance Engineer Intern, *hOp Life* 📍 06/2021 – 11/2021 | Austin TX

- Write and execute tests for regression testing to maintain and upkeep the quality of the company's app
- Develop website test automation with Cypress test framework
- Designed & Created Business Process Model Diagrams to effectively communicate the tasks and processes the QA department follows

Computer Science Club President 05/2021 – present | Georgetown TX

- Organize events that are both fun and introduce people to new areas of computer science
- Brainstorm and host events to encourage growth in The Computer Science Club
- Host group coding projects to develop skills with Github and ticketing systems

Southwestern eSports Player 09/2019 – present | Georgetown TX

- Compete against other institutions in Texas in the video game *Super Smash Brothers Ultimate*
- Coordinate practice with teammates to prepare for matches against other institutions
- Host and organize on campus video game tournaments open to the entire student body

Student Government Executive 09/2019 – 06/2021 | Georgetown TX

- Communicate with students about their concerns and frustrations on campus
- Coordinate with faculty and staff in attempt to resolve these concerns or compromise on a reasonable solution
- Leader of the finance council which manages allocations of funds for student organizations

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 of 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, Common Lisp, Prolog

Dev Tools: Git, Jira, Cypress, Postman, Visual Studio Code, Linux, LaTeX, GitKraken