Nicholas Buckley | Software Engineer

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SKILLS

Languages: Python, Java, JavaScript, TypeScript, C#, SQL, C++, C
Frameworks: React, Node.js, ASP.NET Core, Vite, Bootstrap5
Databases: PostgreSQL, Cassandra, MSSQL
Cloud & Tools: AWS, Google Gemini API, Git, Docker, Jenkins

EXPERIENCE

Verizon   Jun 2025 – Present
Engineer I - Security Engineering   Basking Ridge, NJ

- Architected end-to-end enhancements for Verizon's legal compliance infrastructure, developing secure RESTful APIs with ASP.NET Core and integrating them with React frontends.
- Engineered a Python-based document parsing agent using the Google Gemini API to automate feature extraction from legal documents into JSON, streamlining data intake.
- Developed a Python microservice to manage high-volume asynchronous queuing and sending of emails containing links to sensitive files.
- Designed a periodic NLET verification workflow to automate identity verification and agency registration.
- Managed code repositories using GitLab and used Jenkins for automatic build deployment and Agile workflow.

Verizon   Summers 2023 & 2024
Corporate Security Intern - Global Corporate Security Technologies Team   Basking Ridge, NJ

- Engineered a C# library to extract critical information from PDF documents using spaCy, regular expressions.
- Wrote optimized stored procedures and developed a real-time dashboard to aggregate employee location data from 6 sources during an active threat, reducing data retrieval time from 10+ minutes to seconds.

Stevens Institute of Technology   Aug 2022 – Dec 2024
Course Assistant (Computer Science Department)   Hoboken, NJ

- Hosted weekly office hours to troubleshoot student code and explain lecture material in more detail.
- Directed weekly labs for groups of about 20 students, teaching new topics and assisting with assignments.
- Presented exam reviews to groups of 200+ students and graded code on correctness, efficiency, style, and security.

Square Lion   Jun 2021 – Present
Founder & Lead Software Developer | squarelion.net   Hamilton, NJ

- Designed, developed, and shipped 9 original games for iOS, Android, macOS, Windows, and Linux.
- Managed the full software development lifecycle, including planning, test, and publishing.
- Developed the company website from scratch to optimize performance.

PROJECTS

Charity Quest: Hour Match   Sep 2024 – May 2025
charityquest.io

- Engineered a full-stack donation feature using Node.js, Vue3, and Typescript, enabling donors to pledge money to a charity for each volunteer hour during a specific time frame.
- Implemented a secure payment processing system using the Stripe API to ensure data protection and reliable handling of financial transactions.
- Led a development team to build a responsive user interface using Vue3, GraphQL, and a PostgreSQL database.

EDUCATION

Stevens Institute of Technology   Hoboken, NJ
M.S. in Computer Science | *GPA: 3.95*   *Expected May 2026*
B.S. in Cybersecurity | *GPA: 3.95*   *May 2025*
Graduate Certificate in Cybersecurity Risk Management | *GPA: 3.92*   *May 2025*

Awards: Upsilon Pi Epsilon Membership, Presidential Scholarship, Edwin A. Stevens Scholarship
Key Coursework: Deep Learning, Parallel Prog. for Many Core Proc., Operating Systems, Enterprise & Cloud Security, Machine Learning