

Nicholas Buckley | Software Engineer

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SKILLS

Languages: Python, TypeScript, C#, SQL, GraphQL, C++, Java, JavaScript, HTML/CSS, Bash, CUDA, C, ARM, LaTeX

Frontend: React, Vue3, Vite, Bootstrap5, Razor Pages

Backend: Node.js, ASP.NET, Python

Databases: MSSQL, MySQL, Cassandra

Other: AWS, Google Gemini API, Git, Stripe API, SpaCy, OpenGL, Godot, Unity

EXPERIENCE

Verizon

Engineer I - Security Engineering

Jun 2025 – Present

Basking Ridge, NJ

- Designed and developed end-to-end enhancements for Verizon's legal compliance infrastructure, including database design, backend logic, and frontend integration.
- Deployed a Google Gemini agent to parse legal documents, automatically extracting features into JSON for automation.
- Developed a portal using React and ASP.NET, utilizing a Python background runner to handle the asynchronous queuing.
- **Technologies:** Google Gemini API, React, Python, ASP.NET Core, MSSQL, C#

Stevens Institute of Technology

Course Assistant (Computer Science Department)

Aug 2022 – Dec 2024

Hoboken, NJ

- Selected to be a course assistant for seven different Computer Science courses, including Data Structures and Algorithms.
- Designed and presented midterm and final review sessions for audiences of 200+ students.
- Directed weekly labs and office hours, troubleshooting student code and explaining lecture material in more detail.
- **Technologies:** Python, C++, C, Bash, Java

Verizon

Corporate Security Intern - Global Corporate Security Technologies Team

Summers 2023 & 2024

Basking Ridge, NJ

- Engineered a C# library to extract and label critical information from PDF legal demands using NLP, regular expressions.
- Developed an employee location dashboard for Verizon's active response team, reducing data retrieval time to seconds.
- **Technologies:** SpaCy, C#, MSSQL, ASP.NET Razor Pages, Bootstrap5

Square Lion

Founder & Lead Software Developer | squarelion.net

Jun 2021 – Present

Hamilton, NJ

- Designed, developed, and launched 9 original games for iOS, Android, macOS, Windows, and Linux.
- Planned and executed all business functions, including development, media content, and social media presence.
- **Technologies:** C#, Unity, Godot, Python, HTML/CSS, JavaScript

PROJECTS

Charity Quest Hour Match

Sep 2024 – May 2025

charityquest.io

- Developed and executed the full-stack implementation of a new feature allowing donors to pledge donations to a charity based on volunteer hours completed during a specified time frame.
- Implemented a secure payment processing system using the Stripe API for seamless and reliable transactions.
- **Technologies:** TypeScript, Vue3, Node.js, GraphQL, Stripe API

Ocean Wave Simulator

Jan 2024 – May 2024

github.com/npbuckley/CUDAOceanSimulation

- Implemented a real-time ocean simulation utilizing CUDA for parallel computation and OpenGL for rendering.
- Optimized wave calculations and rendering processes, achieving real-time 60FPS large-scale simulation.
- **Technologies:** CUDA, C++, OpenGL

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

Activities: Game Development Club (President), Cyber Defense Team (Secretary), Computer Science Club, Concert Band