

# 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

Jun 2025 – Present

#### Engineer I - Security Engineering

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

Aug 2022 – Dec 2024

#### Course Assistant (Computer Science Department)

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

Summers 2023 & 2024

#### Corporate Security Intern - Global Corporate Security Technologies Team

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

Jun 2021 – Present

#### Founder & Lead Software Developer | [squarelion.net](https://squarelion.net)

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](https://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](https://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