# Nicolas Proskauer Valerio

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Availability: August – December 2024

Objective: Secure a full time co-op/internship in computer science for Fall 2024. Build my technical skills and experience. Acquire practical knowledge in the field. Contribute to team success.

## EDUCATION

**Northeastern University**, Boston MA                                                                September 2021-Present
**Khoury College of Computer Sciences**                                                     Expected Graduation: May 2025
*Candidate for Bachelor of Science degree in Computer Science, Software concentration, minor in Game Design*
GPA: 3.81/4.00, Dean's List all semesters, National Recognition Scholarship.
Relevant Coursework: Fundamentals of Software Engineering, Algorithms and Data, Web Development, Object-Oriented Design, Networks and Distributed Systems, Computer Systems, Programming in C++, Logic, Theory of Computation, Foundations of Cybersecurity, Programming Languages, Fundamentals of Digital Design and Computer Organization, Foundations of Game Design, Game Programming.
Involvement: Varsity Esports, Puerto Rican Student Association.

**Ramey Unit School**, Aguadilla PR                                                                      August 2017-June 2021
Weighted GPA: 4.204, Class Valedictorian.
Involvement: Varsity in four sports; Math Club Captain; Superintendent Student Advisory Council, National Honor Society.
Honors: Presidential Scholar in Career and Technical Education; National Merit Scholarship Recipient; Honorable Mention, IberoAmerican Math Olympiad in Guanajuato, MX; Silver Medalist, Central American Math Olympiad in Havana Cuba.

## TECHNICAL KNOWLEDGE

**Languages:** Java, Python, JavaScript/TypeScript, C++, C, C#, HTML, CSS, Assembly, SystemVerilog, SML, Prolog, SQL.
**Libraries:** Bootstrap, jQuery, React, Redux, Java Swing, Next.js, Tailwind, Mongoose, Node.js, Phaser3, Express, Socket.io.
**Operating Systems:** Windows, Linux, Unix.
**Environments:** IntelliJ IDEA, PyCharm, Vim, CLion, Eclipse IDE, VSCode, Xilinx Vivado, Visual Studio.
**Applications:** Unity, PuTTY, Git/GitHub, VMWare, MS Office, MongoDB.

## PROJECTS

**CoveyArcade**                                                                                                                   April 2024
- Extended Covey.Town with an arcade area featuring real-time Pong and Target Shooting, using WebSockets to communicate between the user and server, rewarding winning players with tickets redeemable for cosmetics in the virtual ticket booth.

**Sportlight Website**                                                                                                      December 2023
- Created a sport highlight website with user management functionality using Next.js, Bootstrap, Mongoose, and RESTful APIs.

**Lyft Back-End Engineering Job Simulation on Forage**                                           September 2023
- Designed an improved structure for an existing system and refactored the system in Python. Used TDD to add new components.

**Court Scheduling System**                                                                                              April 2023
- Coded a scheduling system in C++ with different types of users with specific privileges and types of time slots using SOLID design principles, employing JSON serialization to save user logons and state of schedule.

**Image Processing Software with GUI**                                                                            June 2022
- Coded an image processor in Java that could retrieve image files, perform a variety of operations on them, and save them.
- Employed Model-View-Controller Architecture, created the GUI using the Java Swing Library.

## WORK EXPERIENCE

**Northeastern University, Boston MA**                                                               February 2023-present
**Esports Broadcast Member**
- Produce professional streams, including graphic overlays, sponsor activation, and timely production.
- Convey the play-by-play actions and strategic actions of each match to the audience.

**Art of Problem Solving, Remote**                                                                          August 2021-present
**Teaching Assistant and Grader**
- Answer students' questions and clarify confusion in a text-based class, grade writing problems.
- Communicate with the instructor and occasionally another assistant to stay on top of classes of 60+ students.

## SKILLS & INTERESTS

**Skills:** Bilingual in English and Spanish, strong leadership and communication skills.
**Interests:** Rocket League, sports, weightlifting, going to the beach, listening to new music.