

Nicolas Proskauer Valerio



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Availability: Starts August 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: 3.78/4.00, 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, p5.js.

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.