

Nicholas Richman

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Education

University of Nebraska Omaha

Graduation: May 2018

Bachelor of Science in Computer Science, Bachelor of Science in Mathematics

- Overall GPA: 3.656
- Relevant Coursework: Data Structures, Communication Networks, Advanced Game Dev., Human Computer Interaction, Advanced Linear Algebra, Natural Language Understanding

Technical Skills

- Languages: Python, Java, Lua, C# (Experienced) | Ruby, Javascript, C++, C (Familiar)
- Technologies: Windows and Linux OS, Unity, IDEs (PyCharm, Visual Studio)
- Collaboration: GitHub, Jira, Agile/Scrum Development

Work Experience

DevOps, Intern

CSG International

Jun 2017 - Present

- Deployed web applications in Flask to display Elasticsearch query data with RESTful retry
- Identified and addressed issues in production code base and internal operations
- Collaborated efforts in an agile environment across multiple teams and projects

Software Engineer, Intern

Northrop Grumman

Jan 2015 – May 2017

- Developed and maintained professional code on various cross-domain communication projects
- Sencha JS web app development, HTTP implementation, text parsing, xsd transformations

Undergraduate Researcher

New Mexico State University

May 2016 – Aug 2016

- Performed research involving human computer interactions with smart device scheduling
- Designed web-based user study project and implemented pair-wise ranking algorithm
- Drafted research papers, visited New Mexico based labs, attended big data lectures

Computer Science Tutor

University of Nebraska Omaha

Aug 2015 – May 2016

- Courses: Intro. Computer Programming, C Programming, Data Structures, Discrete Mathematics
- Provided direction and assistance for students completing assignments or preparing for exams

Involvement

President

ACM (Association for Computing Mechanics)

Aug 2014 – Present

- Chaired weekly club meetings with algorithm solving, SW development, student/guest lectures
- Organized University competitions by creating challenges and performing internal judging
- Competed in external hackathons and coding competitions with club members

Undergraduate Research

Jan 2016 – Nov 2016

- Developed translator from in-house solver EZCSP to constraint modeling language Minizinc
- Attended the 2016 Web Reasoning Summer School and 2016 Rule Systems conference covering concepts of Semantic Web Reasoning located in Aberdeen, Scotland

Honors and Awards

- Regent's Scholarship (full tuition)
- Solutionary Scholars Program, ACI Worldwide, Leaseterm STRIVE Scholarships
- ACM ICPC Computer Science/Mathematics Tournament Attendee (2014, 2015, 2017)
- CodeOne Omaha Hackathon People's Choice Award 2015 and 2016
- CSG International Hackathon People's Choice Award 2015