

Nick Korte

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EDUCATION

Colorado State University

Bachelor of Science in Computer Science

Fort Collins, CO

Aug. 2020 – May 2024

Coursework

Computer Architecture, Operating Systems, Big Data, Algorithms, Linear Algebra, Calculus, Cybersecurity, Data Structures, Blockchain Principles, DBMS

EXPERIENCE

IT Lab Systems Analyst (Intern)

May 2023 – Aug. 2023

Corden Pharma

Boulder, CO

- * Provided client support on lab system operation and resolved malfunctions with systems and programs through troubleshooting and network analysis. Resolving over 1000 tickets in 3 months.
- * Implemented C# scripts to run when user tickets were submitted to give folder and file access to users in Windows Group Policy Management. Saving the IT department staff more than 4 hours each week.
- * Used LabVantage to streamline automatic processes to perform repetitive tasks with high accuracy.

IT Intern

May. 2021 – Aug. 2021

TKC Construction

Highland, IL (remote)

- * Resolved network and system errors while upholding security practices and helped implement a DMZ on the network to bifurcate government contracts from public contracts.
- * Wrote efficient Java programs to parse documents, retrieve specific information, and format it for contractors' use.

PROJECTS

TF-IDF Summary Generator | *Java, Apache Hadoop (HDFS), MapReduce*

- * Developed a program to calculate the Term Frequency - Inverse Document Frequency of every unigram in a corpus of tens of thousands of documents to determine a summary of each document.
- * Used Java and Apache Hadoop to connect to and run on a cluster of servers at CSU using YARN for a runtime of less than 30 seconds.
- * Achieved 95.2% accuracy on summaries for all documents, regardless of size.

Symmetric Key File Encryptor | *C++, CMake*

- * Developed a program to do symmetric block and stream cipher encryptions on text files on a 16-byte key in C++.
- * Allows users to encrypt and decrypt the files with access to the same key to ensure safe delivery of information across devices.

Andy's World | *C#, Unity, Blender*

- * Created a 3D environment where a player playing as Andy, a cat, can run around knocking things off of counters and scratching things to earn points within a time limit.
- * Used C# to develop scripts for character movement, camera movement, physics simulation, light angles, etc.
- * Built a blender animated cat from scratch with full functionality including running, walking, scratching, jumping, and licking.

TECHNICAL SKILLS

Languages: Python, Java, C++, Typescript, MySQL, Hadoop, Spark, HTML/CSS

Frameworks: Node.js

Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, MongoDB, Apache Tomcat, YARN