

Nikodimos Z. Sendek

Personal Info

- 📍 460 Beacon St, Boston, MA
- 📞 720-775-8035
- ✉ nsendek@mit.edu
- 🌐 [linkedin.com/in/nikosendek](https://www.linkedin.com/in/nikosendek)
- 📷 @nikodmas
- 🌐 nsendek.github.io (coming soon)

Skills

Software

Adobe Creative Suite
Rhino & Grasshopper
Unity
3ds Max

Programming

JavaScript/TypeScript
C++
Python
Java

Physical Prototyping

Sketching
3D Printing
Laser cutting
Painting

Relevant Coursework

Computer Graphics (6.837)
Algorithms (6.006, 6.009)
Artificial Intelligence (6.034)
Software Construction (6.031)
Design Technologies (4.022)

Interests

Computer Graphics
UI/UX Design and Full Stack
Computational Design
Visual Effects & Animation
Visual Arts
Film

Education

Massachusetts Institute of Technology

Class of 2021

Bachelor of Science in Art & Design and Computer Science
GPA: 4.1/5.0

Project & Work Experience

Momentum 2020 (16.682)

January 2020

Teaching Assistant

- Working as a teaching assistant for the 2020 program, sponsored by General Motors. Providing technical assistance to participants.

Google

Summer 2019

Engineering Practicum Intern

- Worked as a UI/UX intern for the MediaPipe product: a framework for building multimodal applied ML pipelines (further descriptions can be found at <https://mediapipe.dev>).
- Used TypeScript and Angular to create/test clean and concise code for additional features to the pipeline visualization web app, which can be visited at <https://viz.mediapipe.dev>.

Nasdaq

January 2019

Full-Stack Engineering Extern

- Used React Native to develop an iOS app that demonstrates the tools of the markets API in an online ride sharing market similar to Uber and Lyft.

Nasdaq

Summer 2018

Full-Stack Engineering Intern

- Developed a RESTful API using PostgreSQL, MongoDB, Express, and Node.js to allow developers to utilize Nasdaq technology.
- Built a UI using React and Redux to demonstrate the capabilities of the API.
- Designed API capable of being used in hackathons and was deployed at HackMIT 2018.

Momentum 2018 (16.682)

January 2018

Program Participant

- Developed in Unity and programmed in C# to create an educational Virtual Reality lab safety simulation.
- Prepared, presented, and demoed our project to a panel of judges with experience in VR.

Clubs & Activities

Student Cable

8/2018-Present

- Provide assistance in filming and creating video content such as live streaming student events. Developed experience in filming and editing.

Tea With Teachers

10/2017-5/2019

- Recorded student run interviews with MIT professors, so that students get to know them better.
- Edited videos using Davinci Resolve to be uploaded to the Tea With Teachers YouTube Channel.