

Nicholas Winsen

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EDUCATION

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| Youngstown State University <i>Master of Science in Data Science and Statistics</i> | Youngstown, OH Jan. 2025 - May 2026 |
| Youngstown State University <i>Bachelor of Science in Computer Science, Minor in Mathematics</i> | Youngstown, OH Aug. 2021 - Dec. 2024 |

EXPERIENCE

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| Instructor of Record (Statistics) <i>Youngstown State University</i> | Aug. 2025 - Present Youngstown, OH |
| • Managed all aspects of an undergraduate statistics course, including lecture, exam design, and grading. | |
| • Iterated on course design based on previous student struggles and pain points. | |
| • Maintained consistent communication with students while taking a full courseload. | |
| Software Developer <i>Dev Youngstown</i> | Jan 2025 – Present Remote |
| • Engineered and maintained minimum viable product solutions for local startups. | |
| • Collaborated with other students remotely via Discord in a remote work environment. | |
| • Maintained a clean CI/CD pipeline with Github Actions and Northflank webhook triggers. | |
| Data Science Researcher <i>Youngstown State University</i> | Jan. 2023 - Present Youngstown, OH |
| • Utilized DynamoDB to view terabytes of autonomous vehicle data and create beautiful visualizations | |
| • Led and engineered a team to build a visualization dashboard for online brand comments | |
| • Worked to build and fine tune predictive models for student success prediction at the University | |
| Software Engineering Intern <i>National Aeronautics and Space Administration</i> | June 2023 – Aug 2023 Cleveland, OH |
| • Utilized C++ and the Qt library to develop a plugin for steady state data acquisition system, COBRA. | |
| • Collaborated with different engineering disciplines on an engineering challenge, won first place . | |
| • Utilized GitLab and Software Engineering best practices while on the job. | |

PROJECTS

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| League of Lookup <i>Python, FastAPI, React, PostgreSQL</i> | |
| • Rolled full authentication system using JWT Tokens. | |
| • Pulled real in game data from Riot Games API, cached recently pulled players. | |
| • Designed sleek frontend using React/TypeScript. | |
| FluentSign <i>FastAPI, React, MongoDB</i> | |
| • Developed a Machine Learning ASL Learning tool using mediapipe, opencv, scikit-learn for hand sign recognition. | |
| • Quickly engineered solution with team using React, FastAPI stack. | |
| • Won first place at University hackathon. | |

TECHNICAL SKILLS

Languages: Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R, bash

Frameworks: React, Node.js, FastAPI, Django,

Developer Tools: Git, Docker, Github Actions, Kubernetes, VS Code, Claude Code

Libraries: pandas, NumPy, matplotlib, scikit-learn