

Nicholas (Nick) Walvoord

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EDUCATION

University of Michigan Ann Arbor

GPA: 3.96/4.0

B.S.E in Computer Science and Engineering, Mathematics Minor

Aug 2023 – May 2027

- **Coursework:** Data Structures & Algorithms, Linear Algebra, Vector Calculus, Discrete Math

EXPERIENCE

Puppod

Chicago, IL

Incoming Software Engineering Intern

May 2024 – Aug 2024

Application & Recruitment Portal

Ann Arbor, MI

Software Analyst, Atlas Digital Consulting

Jan 2024 – May 2024

- Developed novel front-end using React.js, JavaScript, HTML/CSS, and MUI components, in alignment with provided wireframes via design team, building 20+ dynamic elements, facilitating multi-round recruitment process.
- Engineered back end functionalities with Google Firebase, Firestore, and Authentication services, outlining four access levels across search, grading, profile, home, and feedback pages, creating a backend scaling to 200+ applicants.
- Implemented dynamic routing based on user roles with JavaScript and REST APIs, ensuring personalized accessibility.

Saphran Inc.

Ann Arbor, MI

Software Analyst, Atlas Digital Consulting

Oct 2023 – Dec 2023

- Planned responsive data visualization dashboard tailored for asset planning and long-term profit forecasting while managing project timelines efficiently and communicating with project managers to save 20% development time.
- Architected and executed improved menu system, utilizing JSON objects to filter 30,000+ lines of company data.

Michigan Mentors

Ann Arbor, MI

Director of CS Program, Tutor

Sep 2023 – Present

- Directed and managed free intro to computer science summer program for high school students with 20+ participants.
- Designed and produced program lecture and exercise content consisting of 8+ units and 6+ weeks of material.
- Coordinated weekly school subject and standardized test tutoring sessions for 5+ students.

PROJECTS

Forum Posts Classifier | Code (available upon request)

Apr 2024

- Designed and trained naïve Bayes machine learning classifier that reads and processes student posts via CSV files, calculates log-probability score of each post, and predicts labels for each given Piazza post with 87% accuracy (n=3000).
- Coded Map class in C++ on top of custom Binary Search Tree library and Iterator class to use as key data structures.

Euchre Card Game | Code (available upon request)

Feb 2024 - Mar 2024

- Engineered a software simulation of Euchre, utilizing C++ OOP principles, including ADTs and polymorphism.
- Developed AI player logic, terminal-based user interface, and customizable settings with 0-4 human players per game.

Text Editor | Code (available upon request)

Mar 2024 - Apr 2024

- Implemented a fully-functional text editor usable through a terminal-based visual editor, similar to Pico, nano, and vi.
- Generated custom Linked List and Iterator classes for string storage, traversal, and editing within text editor application.

SKILLS

- **Languages:** C++, JavaScript, HTML, CSS, Julia, MATLAB
- **Technologies/Frameworks:** React.js, TailwindCSS, Firebase, Firebase Authentication, Firestore, Git
- **Interests:** Swimming, Water Polo, Jazz & House Music, Wikipedia Browsing, NYT Games, Casio Watches