

Nick Zetzl

<https://github.com/nzetzl> • +1-317-605-1723 • nick.zetzl@gmail.com • www.nickzetzl.com

Education

- Purdue University December '18 - West Lafayette, IN
 - Major: Computer Science with a concentration in Software Engineering
 - Minor: Spanish
 - Activities:
 - Purdue Hackers Club - encouraging Hacker Culture at Purdue through club events
 - Independent Game Developers Club - creating a community of game developers and others with related skills to help individuals turn their ideas into awesome games

Internships

- Software Engineering Intern at Motorola Solutions (Summer 2017, Chicago, IL)- Worked in an agile/scrum team to develop a cloud based web application that helps users to customize packages for handheld devices. Technologies used include: AngularJS, AWS(Lambda, API Gateway, RDS, DynamoDB, S3, Cloudwatch), Python, MySQL, TFS (for source control), HTML, CSS, Bootstrap
- Software Engineering Intern at Pondurance (Summer 2018, Indianapolis, IN)- Worked in a software development team to add new features to a web application used by Security Analysts at Pondurance as well as clients to create and view Incident tickets, dialog back and forth between the client and our analysts, and view other useful information. Technologies used include: ReactJS and Node.js on the front-end, Ruby on Rails on the backend (used as the API), Apollo Client/GraphQL to communicate back and forth, AWS S3 to handle storage

Experience

- Personal Projects
 - Created a program in C for St. Gabriel Catholic Parish (Indianapolis, IN), to help count food orders from their annual festival. This cut the time it took to count the bills by more than half.
- Hackathons (Software Development Competitions)
 - HackIllinois (Winter 2015)Word of the Day App - Created a Pebble Smart Watch App that displays a new word and its definition each day
 - Hack the Anvil (Spring 2015): PU VU Meter - Created a circuit and software that takes input from a microphone and displays the volume level on a row of LED lights
 - BoilerMake (Fall 2015): Friends Find Me App- Created the Android part of a multi-platform app that uses GPS to find nearby friends and displays an arrow pointing toward them on a Pebble Smartwatch

Skills and Abilities

- Programming Languages: C, Java, HTML, CSS, Javascript, Python, Ruby on Rails, Android, AngularJS, ReactJS
- Development Environments: Vim, Brackets, Android Studio, Sublime Text, Visual Studio, Eclipse
- Other: Git, AWS (S3, DynamoDB, API Gateway, Lambda, RDS, Cloudwatch, Configuring IAM roles), Tmux, Raspberry Pi 2, Bootstrap, Agile/Scrum
- Spoken Languages: English, Spanish

Leadership

- Eagle Scout Award (2014)
- Industrial Relations Officer and Founding Member of the Purdue Independent Game Developers Club (2015)

Previous Jobs

- PSI Engineering (Summer 2015)- Worked as an Engineering Technician for a construction testing company. Responsibilities included testing and inspecting concrete, soil, and steel, communicating results to the project's superintendent and other construction workers, and being the sole representative for PSI on each work site