

# Nicholas Poole

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## Technical Skills

.NET 5, Angular, MS SQL Server, Visual Studio, Azure DevOps including TFS, Kanban, Build Pipelines, Azure Databases, Jira, Git, VMWare, Linux, Windows, Nativescript, Python, TensorFlow, C/C++

## Relevant Work Experience

### Software Engineer I

02/2020 – Present

Transact Technologies, Las Vegas, NV

- Develop enterprise software applications for data science in the gaming industry.
- Full-stack .NET development on multiple platforms:
  - Angular for web application UI
  - Nativescript framework for mobile application UI development on both Android and iOS
  - .NET framework for web and mobile application back-end REST APIs
  - App caching using Redis
  - Modified APIs that communicate with the hardware designed and manufactured by TransAct, with the entire application stack, and with outside apps
  - MS SQL Server
  - TFS version control

### Software Engineer Intern

10/2019 – 02/2020

Scientific Games, Las Vegas, NV

Developed commercial slot machine game software using C# scripting and Unity tools.

- Worked in a studio team alongside artists, animators, mathematicians and other engineers to develop both front and back ends of casino slot games seen on casino floors around the world.

### Software Engineer in Test Intern

05/2019 – 10/2019

Transact Technologies, Las Vegas, NV

- Performed system, unit, acceptance, regression, load, functional/performance and localization testing on Transact's BOHA! restaurant automation system.
- Designed and implemented automated test cases using Python and Selenium web-driver.
- Validated, verified, communicated and resolved software and hardware issues through careful, thoroughly documented testing.
- Edited and contributed translations to the Traditional Chinese BOHA! release in Macau market.

## **Education**

University of Nevada, Las Vegas

December 2019

Bachelor of Arts in Computer Science

GPA: 3.50

Bachelor of Arts in East Asian Studies

GPA: 4.00

Minor in Chinese Studies

## **Projects**

### **Marketing Regression Models**

- Marketing models using Starbucks app member data sets, to predict profitability of promotional campaign configurations using KNN, Linear Regression, Mini-batch Gradient Descent, and Neural Network.
- KNN written from scratch in Python.
- Remaining models implemented with Keras library in Python.

### **Angular Chess**

- Front-end Chess engine implemented entirely from scratch using only Angular and built-in libraries.

## **Languages**

- Fluent in 3 languages: English, Mandarin and German; both written and verbal.

## **Honors and Awards**

- 1<sup>st</sup> Place, UNLV Computer Engineering Jr Design Competition  
    o Super Slug-a-Bug: Whack-a-Mole clone implemented  
    on Altera DE-0 FPGA board using VHDL. Spring 2018
- Tau Beta Pi Engineering Honor Society 2019 – Present