

Nicholas Poole

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Relevant Work Experience

Associate R&D Software Engineer

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
 - C# for web and mobile application back-end and APIs
 - MS SQL Server
 - TFS version control
- Develop internationalization systems and translate software into Chinese and German

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 webdriver.
- Validated, verified, communicated and resolved software and hardware issues through careful, thoroughly documented testing.
- Edited and contributed translations to the Traditional Chinese BOHA! release.

Localization Tester

01/2011 – 12/2011

Neusoft, Beijing, China

- Performed localization and technical testing on Nokia mobile OS.
- Edited the English release as translated from Finnish
- Collaborated with teammates from diverse backgrounds, from 32 different countries.
- Gained experience working in China at a Chinese-owned company.

Technical Skills

C/C++, C#, Python, Typescript, Assembly, MATLAB, VHDL, Angular, Nativescript, MS SQL Server, Unity, Selenium, Tensorflow, Visual Studio, JetBrains IDEs, Jira, Git, Perforce, TFS, VMWare, Linux, Bash, Windows

Education

University of Nevada, Las Vegas
Bachelor of Arts in Computer Science
Bachelor of Arts in East Asian Studies
Minor in Chinese Studies

December 2019
GPA: 3.50

Projects

Super Slug-a-Bug

- Whack-a-Mole clone implemented on Altera DE-0 FPGA board

Delphi Trader

- Market trend forecasting AI, built using Python and Tensorflow with CUDA.

Languages

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

Honors and Awards

- 1st Place, UNLV Computer Engineering Jr Design Competition
- Tau Beta Pi Engineering Honor Society

Spring 2018
2019 – Present