**Nicholas Poole**

poolen108@gmail.com | (702) 336 3410

github.com/poolen1

# Technical Skills

.NET 5, Angular, MS SQL Server, Visual Studio, Azure DevOps including TFS, Kanban, Build Pipelines, Azure Databases, Jira, Git, VMWare, Linux, Windows, Nativscript, 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

* 1st Place, UNLV Computer Engineering Jr Design Competition Spring 2018
  + Super Slug-a-Bug: Whack-a-Mole clone implemented

on Altera DE-0 FPGA board using VHDL.

* Tau Beta Pi Engineering Honor Society 2019 – Present