

Nishant Koli

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EDUCATION

Pace University, Seidenberg School of Computer Science and Information Systems
Master of Science (MS) in Computer Science

New York, NY
December 2017

University of Mumbai Mumbai, IND

Bachelor of Engineering (BE) In Information Technology

May 2015

RELEVANT COURSEWORK

Algorithm and Computing Theory | Concepts and Structures in Internet Computing | Parallel and Distributed Computing | Game Programming | Human Computer Interaction | Database Management Systems | Big Data Analytics | Mobile Web Content and Development | Cloud Computing | Artificial Intelligence | Relational Database Management Systems | Java Programming | Advanced Java Programming | Mobile Application Development

TECHNICAL SKILLS

Programming Languages	Javascript, Java, Python, HTML/CSS, R
Operating Systems	Mac OS X, Windows, iOS, Android
Database	Firebase, Oracle, SQL, MongoDB
Frameworks	AngularJS, Java Framework

ACADEMIC PROJECTS

Meetings Check-in Application

May 2017

- Developed an end-to-end application using AngularJS and Object Oriented Javascript
- Guided invited users to create meetings, share links, receive check-in updates and collect feedback
- Utilized Firebase to handle the backend and HTML5 and CSS for the frontend

Android Application for Lawyers

December 2014 - April 2015

- Created a native android application to enable users to manage individual clients with preformatted SMS templates
- Provides pop-up notifications for court hearings and client applications to help lawyers manage their work efficiently
- Developed application using Android Development Studio with SQLite for the database

Unity Game BlockSlide3D

January 2015 – April 2015

- Designed levels using Game AI and movement paths to define enemies and creative obstacles
- Developed in Unity 3D game engine to harness the physics engine along with player controller libraries
- Applied basic C# scripting to program the game

EXPERIENCE

JACL Omicron Technology

New York, NY

iOS Developer Intern

February 2017 – April 2017

- Collaborated with team to develop SWIFT code on architectural decisions and development priorities
- Experimented with custom UI flows and controls to improve overall usability
- Worked with management to determine how funding is allocated