Terrence Nolan

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EDUCATION

Villanova University Villanova, PA

Bachelor of Science in Computer Science

Exp. May 2024

GPA: 3.86 – College of Liberal Arts & Sciences Dean's List; Upsilon Pi Epsilon

Elective Coursework: Applied Machine Learning, Computer Graphics, Overview of Cybersecurity

Villanova Software Development Society

Institute for the International Education of Students (IES Abroad)

Rome, Italy

Language & Area Studies Student and Semester Intern

Spring 2023

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, Java, Python, HTML/CSS, SQL

Tools and Frameworks: React.js, React Native, Expo Go, Jest, Git, VS Code, IntelliJ, Jupyter Notebook, Google Firebase, Docker, Jenkins, Figma

EXPERIENCE

Chewy, Inc.

Boston, MA

Software Engineering Intern

June 2023 – August 2023

- Extracted the My Pet Health page UI from microsite framework and implemented it into a Single Page Application which resulted in performance increase of 160% according to Google Lighthouse.
- Deployment of the SPA generated \$14k in annual savings through the elimination of an unnecessary AWS Elastic Kubernetes Service (EKS) instance.
- Enhanced user experience through improvement of HTML accessibility and incorporation of company design system.
- Ensured 78% test coverage of my page and all its components through Jest unit tests.
- Gained experience working in React, TypeScript, Jest, Docker, Jenkins, agile, and CI/CD in the completion of the project.
- Initiated discussions with members of the product team to discuss certain design ideas and suggest additional capabilities for the page and its components.

Villanova University Villanova, PA

Undergraduate Teaching Assistant

January 2024 – Present

- Working as a teaching assistant for an undergraduate level Platform Based Computing course of 57 students.
- Assist students with their Python, React.js, and React Native related projects for 1.5 hours each week and grade assignments.

Roman Augustinian Curia

Rome, Italy

Software Development Intern

February 2023 – May 2023

- Redesigned the appearance of the Institute of Augustine Spirituality website and transferred it from Joomla to Wix in English, Italian, and Spanish.
- Built a front-end UI for an in-house database solution to store information for over 30 Augustinian schools and over 100 churches.

PROJECTS

Kaggle Titanic April 2024

- Filtered, cleaned, and encoded .csv training and testing datasets.
- Built a Random Forest Classifier that scored a 77.5% on Kaggle and an AdaBoost Classifier that scored a 76.5% on Kaggle.
- Built models in Python using sklearn, numpy, pandas.

Punchcard (https://punchcard.work/)

September 2023 – Present

- React Native application giving hourly shift workers the freedom to claim and transfer their own shifts.
- Tech stack uses a React Native and JS front end, a Java and Spring Boot back end, and a MongoDB database.
- Worked as primary lead on UI/UX in a team of four using Figma and Expo Go to assist in app design and testing.
- Incorporated GitHub's issues, projects, and milestones features to meet our goals for three sprint deadlines.