

Nicholas Richman

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Education

University of Nebraska Omaha

Graduation: May 2018

Bachelor of Science in Computer Science, Bachelor of Science in Mathematics

- Overall GPA: 3.647
- Relevant Coursework: Data Structures, Communication Networks, Advanced Game Dev., Human Computer Interaction, Advanced Linear Algebra, Natural Language Understanding

Technical Skills

- Languages: Python, Java, Lua, C++ (Experienced) | Ruby, Javascript, C, C# (Familiar)
- Technologies: Unity, Unreal Engine, PyCharm, Visual Studio, Windows and Linux OS
- Collaboration: GitHub, Jira, Agile/Scrum Development Practices (Kanban, CI, TDD)

Work Experience

- DevOps, Intern **CSG International** *Jun 2017 - Present*
- Deployed web applications in Flask to display Elasticsearch query data with RESTful retry
 - Identified and addressed issues and improvements in production and internal operations
 - Collaborated efforts in an agile environment across multiple teams and projects
- Software Engineer, Intern **Northrop Grumman** *Jan 2015 – May 2017*
- Maintained multiple secure cross-domain messaging applications (TCP, SMTP, HTTPS)
 - Reinvigorated Sencha JS web application with modern interface usability and functionality
- Undergraduate Researcher **New Mexico State University** *May 2016 – Aug 2016*
- Performed research involving human computer interactions with smart device scheduling
 - Designed web-based user study project and implemented pair-wise ranking algorithm
- Computer Science Tutor **University of Nebraska Omaha** *Aug 2015 – May 2016*
- Courses: Intro. Computer Programming, C Programming, Data Structures, Discrete Mathematics
 - Provided direction and assistance for students completing assignments or preparing for exams

Involvement

- President **ACM (Association for Computing Mechanics)** *Aug 2014 – Present*
- Chaired weekly club meetings with algorithm solving, SW development, student/guest lectures
 - Organized University competitions by creating challenges and performing internal judging
 - Competed in external hackathons and coding competitions with club members
- Assistant **Undergraduate Research** *Jan 2016 – Nov 2016*
- Developed translator from in-house solver EZCSP to constraint modeling language Minizinc
 - Attended the 2016 Web Reasoning Summer School and 2016 Rule Systems conference covering concepts of Semantic Web Reasoning located in Aberdeen, Scotland

Honors and Awards

- Regent's Scholarship (full tuition, obtained for scoring 30 on ACT)
- Solutionary Scholars Program, ACI Worldwide, Leaseterm STRIVE Scholarships
- ACM ICPC Computer Science/Mathematics Tournament Attendee (2014, 2015, 2017)
- CodeOne Omaha Hackathon People's Choice Award 2015 and 2016
- CSG International Hackathon People's Choice Award 2015