NICHOLAS HADLEY

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EDUCATION

Georgia Southern University   Statesboro, GA
BS Computer Science *GPA: 3.96*   Aug 2017 - Dec 2020

Memberships: Game Development Club, Association for Computing Machinery (ACM), Google Developer Student Club, Climbing Club

Coursework: Algorithm Design, Data Structures, Object-Oriented Design, Software Testing & QA, Web Systems Design, Computer Architecture, Linear Algebra, Calculus I & II, Statistics

PROFESSIONAL EXPERIENCE

General Dynamics Mission Systems   Annapolis Junction, MD
Software Engineer Intern - Team Lead   Jun 2020 - Aug 2020

- Led a team of six engineers on an IRaD machine learning project.
- Worked in an Agile environment, communicating with mentors and team members in daily stand-up meetings.
- Analyzed data from social media platforms using various machine learning methods and models for text classification.
- Developed user-friendly Web Application to view the model's predictions with Django backend.

General Dynamics Mission Systems   Annapolis Junction, MD
Software Engineer Intern   Jun 2019 - Aug 2019

- Researched machine learning techniques to demonstrate the ability of AI in predicting future origin of communications.
- Successfully developed and trained a Recurrent Neural Network using Tensorflow to track geolocation of communications data in order to predict future locations.

LEADERSHIP EXPERIENCE

Game Development Club - President   May 2020 - Present
Conducted weekly meetings teaching members about the game development life cycle.

Association for Computing Machinery (ACM) - Officer   Sep 2019 - Present
Held interactive workshops teaching topics such as git/github and machine learning for over 30 active members.

Game Development Club - Vice-President   Nov 2018 - May 2020
Led weekly training group sessions covering all aspects of the Unity Game Engine.

PROJECTS   MORE AT NICHOLASHADLEY.COM/PROJECTS

Mixed-Interface Gaming using Eye Trackers   (Unity, C#, Tobii Eye Tracker)
Analyzed how different eye gaze patterns can yield better results in games. Researched different methods of integrating eye gaze and head orientation as a form of input for increased productivity.

Gas Mileage and Spending Analysis App   (Flutter, Google Cloud Firestore)
Cross-platform mobile application which tracks user gas mileage and spending. Implemented cloud storage allowing users to view graphs of spending over time for all their vehicles.

Music Sharing Web Application   (Node.js, SCSS, PostgreSQL)
Web application that allows users to share their favorite songs and playlists with their friends.

PixelSmart   (Java)
Led a team of developers and utilized SOLID principles to create a versatile open-source image editing application.

Multiplayer Tank Game   (Unity, C#, Blender)
Online multiplayer 3D tank shooter created using Unity.

SKILLS

Languages:	Java, Python, C#, C++, HTML5, CSS3, Node.js, Javascript, Flutter, MySQL
Tools:	Git, Atlassian Suite, Visual Studio Code, Android Studio, Eclipse, Unity