Nicholas Thor Page

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EDUCATION:

<u>George Mason University</u>, Fairfax VA. Expected to graduate in May of 2024.
B. S Computer Science. GPA 3.24

<u>Completed Relevant Coursework:</u> Data Structures, Formal Methods and Models, Algorithm Analysis, Programming Languages and Environments, Operating Systems, Computational Music Synthesis,
<u>In-Progress Coursework:</u> Visual Computing, Concurrent and Distributed Systems, Comparative Programming Languages.

RELATED EXPERIENCE:

<u>Lead Developer, 360 Studios,</u> (July 2022 - Present)

- Game development studio with a small team. Currently using the Roblox game engine.

<u>Undergraduate Teaching Assistant, George Mason University,</u> Fairfax VA (Spring and Fall 2022 Semesters)

- Worked with graduate teaching assistants to instruct 25+ students in weekly course labs.
- Answered 10+ student questions in an online forum every week.
- Focus on the C programming language and lower-level programming concepts.

<u>IT Intern, Albemarle County Public Schools,</u> Charlottesville VA (Summer 2019)

- Cataloged student laptops, diagnosing what parts needed to be repaired or replaced.
- Repaired student laptops by replacing broken components.
- Re-imaged laptops for over 13,000 students to use in the new school year.

PROJECTS:

- Various programming assignments for coursework. (C, Java)
- Full-Stack mobile application for finding, organizing, and sharing recipes.
- Early-in-development games with complex design and/or algorithms.

TECHNICAL SKILLS:

<u>Programming Languages</u>

- Proficiency in C, Java, Python, Lua, JavaScript, Dart/Flutter
- Basic experience in PHP, Rust, HTML/CSS, Lisp, NodeJS, React Native, Assembly Languages.

<u>Databases</u>

- Limited experience in both Relational and Non-Relational database architectures.