

NICHOLAS NEWBERRY

SOFTWARE DEVELOPER

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SUMMARY

As a dedicated Computer Science student, Nicholas has successfully balanced a rigorous academic workload with both part-time and full-time employment to independently finance their education. With strong interpersonal skills, he excels in both collaborative team settings and independent projects. Proactive, eager to embrace challenges, and committed to continual learning, Nicholas is well-prepared to contribute effectively and grow within any dynamic work environment.

TECHNICAL SKILLS

Programming:

Java, Python, RUST, C#, C++, JavaScript, Hypertext markup language HTML, SQL, Git, GitHub, Agile Methodologies, Debugging, Microsoft .NET Framework, Data Structures, Development Operations, Object-Oriented Programming

Operating Systems:

Microsoft Windows, Linux

Software:

Eclipse IDE, Microsoft Visual Studio, Microsoft Visual Studio Code, Unreal Engine Editor, Microsoft Excel, Microsoft Office, Microsoft PowerPoint, Bash, Jira, MySQL Workbench

Web Development Tools:

HTML5, CSS, Bootstrap

Other:

Analytical Skills, Communication, Critical Thinking, Problem Solving, Teamwork, Team Leadership

EDUCATION

Bachelor of Science, Computer Science

May 2025

University of West Georgia | Carrollton, GA

- Intro to Web Development, Intelligent Systems, Data Structures and Discrete Math I & II, Systems Programming, Program Construction I & II, Software Engineering I & II, Development Operations, Information Management, Mobile Development, System Architecture, Distributed & Cloud Computing
- Dean's List Recipient
- GPA: 3.3/4.0

EXPERIENCE

Hi-Rez Ventures (Titan Forge Studio) | Alpharetta, GA

QA Intern (Smite 2)

Dec 2024 – Feb 2025

- Tested and validated **Smite 2**'s functionality and performance, contributing to a seamless player experience.
- Managed tasks and bug reports using **Jira** and **Slack**, improving team communication and workflow efficiency.
- Identified and documented critical bugs and gameplay inconsistencies, enhancing overall game stability before and during release.

VFX QA Intern (Smite 2)

Sep 2024 – Dec 2024

- Utilized **Unreal Engine Editor** (UEE) and **Niagara** to test and optimize visual effects, enhancing game aesthetics and performance.
- Debugged and implemented functionality for 50 playable characters, ensuring smooth interaction of abilities in **Smite 2**.
- Optimized environmental interactions of character abilities, improving visual consistency and gameplay immersion.

The Home Depot | Newnan, GA

Freight Associate

Feb 2020 - Present

- Coordinated with cross-functional team members to efficiently complete freight processing and stocking, maintaining store organization.
- Trained and mentored over 15 new hires, accelerating their onboarding process and improving team productivity.
- Operated heavy equipment safely and effectively, supporting high-volume inventory movement.
- Maintained high performance during a fourfold increase in store sales, contributing to operational efficiency and customer satisfaction.

PROJECTS

Video Game Mock-Up | C#

Spearheaded a collaborative project to program an advanced **C#** "Frogger" game, accomplishing intricate gameplay mechanics and user-engagement features.

- Engineered an interactive "Frogger" arcade game in **C#**, featuring multi-level difficulty settings, and dynamic audio-visual elements.
- Implemented functionality for audio effects, animations, gameplay mechanics.
- Implemented custom animations, scoring system, and multiple complexity tiers, demonstrating proficiency in **C#** and game design.

Titanic Survival Rate - Project Leader | Python

Applied machine learning techniques using Titanic passenger dataset for binary classification of survival outcomes, leveraging Linear Regression, Random Forests, and Neural Network algorithms.

- Developed proficiency in predictive analytics through rigorous training and validation of machine learning models, focusing on classification accuracy for real-world datasets.
- Achieved high-predictive accuracy in survival analysis by implementing and cross-validating advanced algorithms on historical Titanic passenger data, demonstrating strong quantitative analysis skills.

Asynchronous Encrypted Chat Messenger | Java, Python, JavaFX

Matrix Messenger (asynchronous encrypted messenger).

- Developed a secure, end-to-end encrypted messaging application, showcasing proficiency in **Java** (client-side) and **Python/ZeroMQ** (server-side) for robust text and multimedia exchanges.
- Engineered a user-friendly interface with **JavaFX**, featuring a multi-page layout navigable through an efficient Navigation Bar, enhancing user experience.
- Implemented advanced user profile management within the application, including unique contact-IDs and user-blocking capability, reflecting a commitment to user privacy and engagement.

GradeLacer | C++

Developed a robust application for sorting student records, mastering concepts in data manipulation and user interface optimization.

- Demonstrated expertise in **C++** through the creation of an application featuring an interlaced list for dynamic student data handling and custom multilevel sorting.
- Engineered with complex pointer arithmetic, enabling user-driven operations to sort educational data, reflecting in-depth knowledge of software development principles.

Text Twist Game | C++

Mastered core **C++** programming techniques through the development of "Text Twist," a time-bound word extraction game.

- Demonstrated proficiency in software development by delivering a fully functional "Text Twist" game, complete with user-customizable settings and data persistence.
- App involves a high-score board feature with sorting algorithms and advanced data management capabilities in "Text Twist," showcasing technical acumen in **C++**.

CERTIFICATIONS & LICENSES

Inventor Certified User
Autodesk

May 2018