

Nick Bukovec

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Education

CALIFORNIA POLYTECHNIC STATE UNIVERSITY, SAN LUIS OBISPO

B.S. in Computer Science to be conferred June 2024

Dean's Honor Roll List: Fall 2020 – Winter 2022, Fall 2022

Current GPA: 3.85

Completed Coursework

- Data Structures (Grade: A)
- Discrete Structures (Grade: A)
- Computer Organization (Grade: A)
- Algorithm Analysis (Grade: A-)
- Systems Programming (Grade: A)
- Object-Oriented Programming (Grade: A-)
- Statistical Programming with R (Grade: A)
- Introduction to Data Science (Grade: A)

Work Experience

CAL POLY INFORMATION TECHNOLOGY SERVICES, SAN LUIS OBISPO, CA. 8/3/21 - CURRENT

Service Desk Student Lead – supervising team of forty students providing quality technical support for thousands of Cal Poly students and staff; facilitating operation of call center taking over one hundred calls per day; resolving hundreds of specific issues for students and staff.

Service Desk Student Assistant – first point of contact for students and staff seeking assistance for technology issues on campus; providing services over phone, e-mail, teleconference, and in-person; helping customers with Office 365, email, Wi-Fi, passwords, PolyCard distribution, and technology rentals.

NASA JET PROPULSION LABORATORY, LA CAÑADA FLINTRIDGE, CA. 6/21/22 - 8/19/22

Software Engineering and Data Science Intern – main developer creating extensible web configuration tool with React and Next.js for deploying ground data system infrastructure and applications into cloud; validating data and testing submission mechanisms for open data challenges.

Projects

ANXIETY TRACKER | SVELTEKIT, TAILWIND, PRISMA, POSTGRES

Web application to objectively track anxiety and panic attacks. Fully functional with or without JavaScript enabled. Responsive design, protected routes, data visualization with chart.js, serverless deployment, serverless functions.

LINKBUSH | EXPRESS, MONGODB

Express server used to fetch and modify data in MongoDB, guarding routes with JWT authentication. Input validation, cookie management, API response types, Jest testing, CI/CD with Github Actions and Azure.

QT3 | NUMPY, TENSORFLOW, KERAS

Reinforcement learning model trained to play Tic Tac Toe and Connect Four using Q-learning by playing against self, approximating Q-function with neural network.

Skills

- Programming Languages: JavaScript, TypeScript, Java, Python, C, R, Racket
- Web Development: HTML, CSS, React, Node, Express, NextJS, Svelte, Jest, Cypress
- Data Science: Pandas, Scikit-learn, Ggplot, TidyR, Jupyter, Numpy, TensorFlow
- Development Tools: VSCode, Vim, Git, Jira, Slack

REFERENCES AVAILABLE UPON REQUEST