

Nicholas Shepard

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Software Engineer

Recent graduate from the Ohio State University with 3+ years of field experience and strong passion for transparent communication, growth, and problem-solving to create the most viable solution possible. Extremely eager to provide valuable experience, talent, and strong work ethic to a collaborative work community to further enhance all challenging projects and innovative company initiatives.

Applicable Technology: Proficient in HTML, CSS, JavaScript (ES6, React, TypeScript, Angular, Svelte), Git, SQL (MySQL, SQLite), Python (Flask), Java (Spring, Swing), and C# (.NET)

Education

The Ohio State University, Columbus, Ohio

Bachelor of Science in Computer Science and Engineering

Graduated: 08/2022

GPA: 3.06

Field Experience

Remote Software Engineer | ReadySet Surgical, Cleveland, Ohio

05/2023-11/2023

- Worked within an agile team of 6 to create an application that records, organizes, and streamlines the process of delivering surgical equipment to 20 hospitals
- Assisted a senior engineer in refactoring existing API interfaces into a set of generically typed, reusable interfaces that accelerated future API development and maintenance
- Implemented an equipment grouping system to allow surgeons to share commonly used equipment and monitor where equipment was being used, reducing the time nurses search for equipment by 15%

Jr. Software Engineer | rebel Financial LLC, Groveport, Ohio

05/2021-05/2023

- Acted as the company's sole software engineer and technology department from August 2021 to May 2023
- Built a single-page net worth calculator to assist clients with the change in price models, improving advisor efficiency during client meetings by up to 33%
- Gained first-time exposure to several front-end technologies and design practices and processes in real time

Developer | Pinnacle Metal Products Inc, Columbus, Ohio

07/2018-05/2021

- Designed and maintained a Python web application for automating everyday business processes with no prior experience, in a one-person AGILE environment
- Utilized Flask, Python web framework, along with the APIs and webhooks of Procore and Liquid Planner to transfer data between them, eliminating the company's need and added expense for a Zapier subscription
- Engaged in Log-Frame Analysis with leadership roles at Pinnacle to decide what additions and changes needed to be implemented within the application that would benefit the business as a whole

Relevant Projects

Skyblock Scheduler | Personal Project

03/2024-Present

- Created a service to keep track of events for a Minecraft minigame, and send out notifications to end users in the form of scheduled emails to assist in the process of planning ahead for future assistance and modifications
- Manipulates epoch time to predict when events will happen, and if they will happen depending on context
- Learned how to use the Spring framework and gained experience with every part of full stack development

DuelingBookEnhanced | Chrome Extension

11/2023-Present

- Utilized React, Webpack to create a Chrome extension adding many QOL features to a popular browser card game simulator including keybinds, skipping unnecessary animations, and dark mode
- Introduced hot reloading to the existing webpack configuration, increasing developer productivity by 20%
- First venture into browser extension development and guiding a small team

Denver Air Traffic Control | CSE 2421

01/2020-03/2020

- Utilized curses library for display control and dealt with numerous unit conversations
- Implemented dynamic memory allocation and learned how to gracefully deal with allocation failures from a generic linked lists in C
- Gained insight into how embedded computer and functional programming can be utilized more effectively

Legend of Zelda NES | CSE 3902

08/2020-12/2020

- Designed and implemented a level from NES Legend of Zelda using Monogame and C# with an agile team of 4 people
- Got familiar with game design best practices and common concepts used in the industry while learning how to work with computer graphics at a basic level