

Nikolas George

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EDUCATION

Southern New Hampshire University

Manchester, NH

Bachelor of Science in Computer Science, Concentration in Software Engineering; GPA: 3.83

December 2027

Relevant Coursework: Data Structures and Algorithms, Software Security, Systems Analysis and Design, Software Development Lifecycle, Operating Platforms, Programming Languages, Application Development, Databases

In Progress: Software Testing and Quality Assurance, Computational Graphics and Visualization

Honors: President's List (x6); Dean's List (x6)

Norco College

Norco, CA

Associate of Science in Computer Science

December 2024

EXPERIENCE

Naval Sea Systems Command (NAVSEA)

Norco, CA

Project Intern

June 2022 - August 2022

- Cleansed and validated 10,000+ NATO datasets feeding machine learning workflows, improving data quality and downstream analytical readiness
- Reduced redundancy in the data pipeline feeding downstream analysis, improving pipeline efficiency
- Collaborated across the team to unblock data-preparation challenges while holding a Secret security clearance

PROJECTS

Wire and Rifles

Remote

Project Lead

February 2026 - Present

- Lead a 5-person team building a real-time multiplayer WW1 shooter in Unity 6, using Fish-Net to keep distributed game state consistent across every connected client
- Drive server-authoritative gameplay systems across movement, capture objectives, tickets, and down/revive; the server validates every shot against ammo, fire rate, shot origin, and weapon range before applying damage

Internship Pipeline

Remote

Personal Project

July 2026 - Present

- Build and maintain a Python tool that pulls internship postings from a public dataset and fetches full job descriptions from four applicant tracking system APIs (Workday, Greenhouse, Ashby, SmartRecruiters)
- Added a screening layer after finding that the source data carried no description text: three postings from one company ranked identically until the tool read the real requirements and flagged one as unqualifiable
- Generates a per-posting resume as a .docx and runs on a twice-daily schedule; stdlib-only Python covered by 136 unit tests running in GitHub Actions CI across Linux and Windows

"Apex Protocol" Overwatch Rework

Remote

Personal Project

April 2019 - January 2024

- Led a nearly five-year game development initiative, defining design direction, balancing systems, and iterative releases with peers and testers
- Version-controlled the project on GitHub and released it on Workshop.codes, reaching 11,500+ views and 5,000+ downloads

SKILLS

Technical: Python, Java, C/C++, C#, SQL, JavaScript; Familiar: Rust, Assembly; Git, GitHub, Docker, Linux, Unity, .NET, OpenGL, GitHub Actions, pytest, NUnit, Visual Studio, PyCharm, Claude Code, GitHub Copilot; client-server networking, CI/CD, unit testing, regression testing, secure coding, Agile, debugging, machine learning data preparation, REST APIs, DevOps, OWASP Dependency-Check, SDLC, UML

Affiliations: Society of Hispanic Professional Engineers (SHPE) Region 2