Nathaniel "Ringo" Wasko

Skilled programmer studying Computer Science Student at Rensselaer Polytechnic Institute

o Skills o

Programming

Advanced skills in several languages

C, C++, Java, Python, JavaScript, Kotlin

Data Analysis and Visualization

Experience modelling, transforming, and graphing data within Rstudio

Mobile App Development

Creating simple, functional apps for Android devices

Kotlin, Firebase, User Interface Design

• Interests •

Game Development

Unity, Godot, GameMaker

Virtual Reality

Application Development

Web Development

Basic Homepages

• Relevant Coursework •

CSCI 1200 - Data Structures

Debugging, C++

CSCI 2500 - Computer Organization

Debugging, C, MIPS Assembly

CSCI-2600 Principles of Software

Java, Dafny, Git

• Languages •

English

Native

Projects

Xenoblade Chronicles 3 Companion

March 2023 - Present

A small mobile app to allow users to track progress through the game Xenoblade Chronicles 3. Utilizes Firebase to allow users to create accounts and store persistent data.

Kotlin, Android Development, Mobile UI Design, Firebase

Moebius

February 2024 - Present

A small chatbot made to respond to specific tokens, incorporating a unique economy system maintained via a persistent database.

JavaScript, Node.js, MongoDB

Experience

Sales Associate

Gerrity's ACE Hardware

1129 Northern Boulevard, Clarks Summit, PA 18411

July 2021 - December 2022, May - August 2024

- Performed minor inventory maintenance to ensure accurate stock quantities.
- Participated in training new associates to perform similar tasks.
- Consistently provided fast and effective customer service.

Sheetz Team Member

Sheetz Inc.

1109 Northern Blvd, Clarks Summit, PA 18411

December 2022 - August 2023

Worked to consistently produce high quality food and drinks in a quick and efficient manner.

Education

Rensselaer Polytechnic Institute

Bachelor of Computer Science

August 2023 - May 2027 (Expected)

Studying Computer Science with a focus on Artificial Intelligence, Machine Learning, and Data Science.