

# CAITLIN NICHOLS

Software Developer

[405-315-1131](tel:405-315-1131) [nicholscaitlin47@gmail.com](mailto:nicholscaitlin47@gmail.com) [linkedin.com/in/cnich01](https://www.linkedin.com/in/cnich01) [github.com/cnich01](https://github.com/cnich01) [caitlinnichols.com](https://caitlinnichols.com)

## Education

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### Oklahoma City University

Oklahoma City, Oklahoma

*Bachelors of Science in Computer Science 3.72 GPA*

*August 2019 - May 2023*

- **Relevant Coursework:** Programming 1 & 2, Data Structures, Operating Systems, Cybersecurity, Web Programming 1 & 2, Software Engineering, Programming Languages, Database Design & Management, Game Programming, Mobile Programming, Logic & Artificial Intelligence, Networking & Data Communication
- **Awards:** Graduated Cum Laude

## Technical Skills

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**Languages:** Java, C/C++/C#, HTML/CSS, JavaScript, SQL, PHP, Python, Kotlin, Swift

**Developer Tools:** Eclipse, Netbeans, IntelliJ Visual Studio Code, MySQL Workbench, DataGrip Android Studio, XCode, Unity, Unreal Engine

## Experience

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### Best Buy

Moore, Oklahoma

*Advanced Repair Agent, Geek Squad*

*May 2022 - Present*

- Troubleshooted, diagnosed, and repaired various client electronics, including computers, phones, tablets, printers, consoles, and tvs with over a 90% success rate
- Repaired damaged hardware and corrupt software for various client apple products according to Apple's business standards with a 95% success rate
- Built custom gaming desktops, conducted data transfers/recovery, and performed tune-ups and cleanings on various clients' electronics with a 98% success rate
- Maintained a customer satisfaction rate of 90%, well above company standards
- Accurately diagnoses a replaced failing hardware in clients' computers with over a 93% success rate

### Oklahoma City University

Oklahoma City, Oklahoma

*Resident Assistant*

*January 2021 - May 2022*

- Performed monthly health and safety checks on residents to ensure that they were doing well both physically and mentally, as well as offering help and guidance if a resident was unwell
- Handled various emergency situations, including flooding buildings, mental health emergencies, and domestic violence situations according to campus policy
- Planned various educational and extracurricular activities for residents to partake in

## Personal Projects

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### Oklahoma City University GPS - Kotlin, SQL

December 2022

- Designed and developed an algorithm using SQL databases and Kotlin to find the shortest path between two buildings on campus, regardless of the user's current location with a success rate of 99%
- Assisted in the design and development of the user interface, ensuring a visually appealing as well as functional app for all users with a 99% success rate

### Space Cadet - C# , Unity

December 2021

- Defined and produced the character controller and in-game physics using C# and Unity to ensure seamless player/enemy movement throughout all three levels with over a 95% success rate
- Planned and implemented the first level of the game using Unity and C# to ensure that the player cannot move on to the next level without completing the level objectives with a 100% success rate
- Used white-box testing methods to play-test the game, ensuring that every aspect of the game works as expected