Nico Hickman | Resume

Bellingham, Washington

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Sophomore student at Western Washington University pursing a Bachelor's Degree in Computer Science, along with a minor in Mathematics

Previous Employment

Western Washington University ResTek   **Bellingham**
Software Developer   *November 2019–Present*

I work on apps and servers that help maintain campus residents, including writing NodeJS-based serverside and Vue-based frontend apps. I'm responsible for coordinating with and meeting with the rest of the developer team and stakeholder clients to fulfill my duties.

DigiPen Institute of Technology   **Redmond**
ProjectFun Workshop Lead Teacher   *June 2019–August 2019*

I spent the summer working for Digipen's ProjectFun summer camp as both a lead teacher and teaching assistant for courses like Programming 1 and Beginner Minecraft Modding, where I taught middle-school aged students the fundamentals of programming and JavaScript.

Education

Academic Qualifications

Western Washington University   **Bellingham**
Bachelor's Degree, Computer Science, Honors Program   *2019-2023*

Cedarcrest High School   **Duvall**
High School Diploma,   *2014–2019*

Notable Projects

Rust Good Old Games Client *'Wyvern'*

Wyvern is a command-line GOG client for Linux, allowing Linux users without access to GOG Galaxy to download, install, update and manage games. It includes a delta updating system that selectively downloads only the parts of an installer that have changed, using HTTP ranges and CRC32 checksums. This project required mapping out and using an unsupported API with a small amount of outdated documentation. Published to Crates.io (Rust package manager), snapcraft.io and the Arch user repository, it currently has over two thousand installations and 70+ Github stars.

Rust Linux video game manager/launcher *'Eidolon'*

Eidolon is a command-line tool for Linux users that lets them easily group and manage games from up to five different launchers and launch them easily. It includes parsing Steam records and libraries in order to determine all installed Steam games for importing. I've shared this application with the user community by publishing it via Crates.io and the Arch user repository. It currently over 4,500 installations and 80+ Github stars.

Technical and Personal skills

- **Programming Languages/Frameworks:** Proficient in: Rust, JavaScript, Python, NodeJS, Vue, HTML/CSS, Sass, C, Java

- **Industry Software Skills:** Competent with: Git, Linux/*nix, Nginx, MongoDB