

NICHOLAS HADLEY

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EDUCATION

Georgia Southern University
BS Computer Science GPA: 3.97

Statesboro, GA
Aug 2017 - Dec 2020

PROFESSIONAL EXPERIENCE

Capital One

Principal Associate Software Engineer

Atlanta, GA
Feb 2024 - Present

- Collaborated with stakeholders to develop kafka data streaming systems delivering real-time case status updates to service agents and customers.
- Improved API performance by 30% to meet consumer requirements by implementing JPA entity graphs.
- Architected an Active-Active API design using read-replicas resulting in 15x reduction in latency.
- Implemented a comprehensive integration test suite using Karate.

Senior Associate Software Engineer

Feb 2022 - Feb 2024

- Provisioned and maintained AWS infrastructure for multiple software development teams.
- Supported teams in accomplishing enterprise initiatives including vulnerability remediation and AWS serverless migration. Single-handedly reduced OSS vulnerabilities within org by 40%.
- Coordinated database upgrade schedules with development teams to ensure minimal downtime and prevent data loss.
- Inner-sourced on enterprise-wide platforms and applications to improve security and stability of internal platforms and tooling.

Associate Software Engineer

Feb 2021 - Feb 2022

- Implemented RESTful API endpoints to serve asset data to internal customers.
- Optimized graph database gremlin queries improving API performance by 75%.
- Designed and developed SSL certificate management feature to automatically track expiration dates of various certificates by the API Gateway and generate monthly reports.
- Obtained AWS Solutions Architect - Associate certification.

General Dynamics Mission Systems

Software Engineer Intern - Team Lead

Annapolis Junction, MD
Jun 2020 - Aug 2020

- Led a team of six engineers on an IRaD machine learning project.
- Worked in an Agile environment, communicating with mentors and team members in daily stand-up meetings.
- Analyzed data from social media platforms using various machine learning methods and models for text classification.
- Developed user-friendly Web Application to view the model's predictions with Django backend.

Software Engineer Intern

Jun 2019 - Aug 2019

- Researched machine learning techniques to demonstrate the ability of AI in predicting future origin of communications.
- Successfully developed and trained a Recurrent Neural Network using Tensorflow to track geolocation of communications data in order to predict future locations.

LEADERSHIP EXPERIENCE

Game Development Club - President

May 2020 - Dec 2021

Conducted weekly meetings teaching members about the game development life cycle.

Association for Computing Machinery (ACM) - Officer

Sep 2019 - Dec 2021

Held interactive workshops teaching topics such as git and machine learning for over 40 active members.

Game Development Club - Vice-President

Nov 2018 - May 2020

Led weekly training group sessions covering all aspects of the Unity Game Engine.

VOLUNTEERING

FIRST Robotics Competition (FRC) - Lead Programming Mentor

Sep 2021 - Present

Assist high school robotics students in building and programming a fully functional robot in 6 weeks. Teach students topics like command-based programming, computer vision, and software best practices. Volunteer as a judge for FIRST Lego League, and a referee for FIRST Tech Challenge.

Capital One Coders

Apr 2021 - Present

Taught middle school and high school students the basics of Web Development.

CodePath.org Mentor

May 2021 - Aug 2021

Led and facilitated biweekly discussions for a group of 7 aspiring software engineers, covering topics on how to study for technical interviews using the UMPIRE method.

OPEN SOURCE CONTRIBUTIONS AND PROJECTS

MORE AT [NICHOLASHADLEY.COM/PROJECTS](https://nicholashadley.com/projects)

PathPlanner (Java, C++)

Contributed multiple features to an open-source trajectory generation application used by hundreds of highschool robotics teams.

PhotonVision (Java, C++)

Contributed multiple features to an open-source computer vision software used by hundreds of highschool robotics team.

AWS Fargate Multiplayer Server (Docker, Terraform, AWS)

Dockerized multiplayer game server deployed to AWS Fargate using Github Actions and Terraform.

Multiplayer Tank Game (Unity, C#, Blender)

Online multiplayer 3D tank shooter created using Unity.

AWARDS & ACCOMPLISHMENTS

- **AWS Certified Solutions Architect - Associate** Jul 2021 - Present
- **Georgia Southern University President's List** Fall 2017 - Fall 2021
- **Morris Technology Scholarship** Fall 2018 - Spring 2019

SKILLS

Languages: Python, Java, C#, Flutter/Dart, Node.js, PostgreSQL

Tools: AWS, Git, Docker, Terraform, Visual Studio Code, IntelliJ, Atlassian Suite