Nicholas Ciraulo

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EDUCATION

Stevens Institute of Technology, Engineering Department, Hoboken, NJ, USA   August 2019 – May 2024

- Software Engineering, BEng (Graduated May 2024).
- Achieved the Dean's Honor List (2019 - 2024)
- Active member of the collegiate wrestling team, balancing a rigorous academic workload with athletic commitments.

WORK EXPERIENCE

Socrio, Hoboken, NJ, USA   October 2022 – January 2024
Founder/Full-Stack Developer

- Spearheaded the end-to-end development of a unique mobile application utilizing **React/React-Native**, **Redux**, **JavaScript**, **Typescript**, and **Expo**, significantly enhancing the user experience.
- Innovatively designed and built the application's UI and backend architecture, translating complex user needs into intuitive and scalable software solutions.
- Released on IOS with daily users and created custom react-native component library for future projects.

Freelance Work, New Brunswick, NJ, USA   November 2021 – March 2022
Full-Stack Developer

- Led the development of a dynamic mobile application using **Expo**, **React-Native**, **Firebase Firestore**, and **Redux**, designed to help college students easily find local social events, contributing to increased user engagement.
- Designed and implemented UI mock-ups in **Figma**, along with **UML** models, facilitating rapid development and deployment while ensuring a high-quality user experience.

Youth Robotics Instructor, Hoboken, NJ, USA   November 2022 - April 2024

- Led and mentored young students in foundational **engineering** and **computer science** principles, fostering their problem-solving and technical skills through hands-on projects.
- Gained valuable leadership experience, improving my ability to communicate complex technical concepts to diverse audiences and enhancing collaboration within a teaching team.

TECHNICAL PROJECTS

Survey Website "Asurvey"

- Conceptualized, designed, and developed a user-friendly survey creation platform using **React.js** for the front end and **Firebase** for backend storage, delivering a seamless experience for users to create and participate in surveys.
- Led the entire design process in **Figma** and implemented effective project management strategies through **GitHub Project Boards**, streamlining task assignment and improving team productivity.

"Promoting Electric Propulsion" Boating Competition -- Software Systems (2023-2024)

- Took charge of the software system for a high-speed electric boat using **Python CANopen**, **Arduino sensors**, and **C++ algorithms**, successfully enhancing telemetry data communication between the boat and shore crew.
- Designed and deployed a telemetry system using **Raspberry Pi** with a **Python Flask API**, **TKinter**, and **SQLAlchemy**, improving real-time data delivery and decision-making for the race team.

TECHNICAL SKILLS

- **JavaScript/TypeScript**: Expertise in developing cross-platform applications using **React-Native**, **React**, **Redux**, **Expo**, and **Firebase**, with a deep understanding of **OOP** and multithreading techniques.
- **Python**: Proficient in building APIs with **Flask**, creating interfaces with **TKinter**, and managing data with tools like **SciPy**, **NumPy**, and **pandas** for analytics and visualization, including **matplotlib** and **seaborn**.