

Nicholas Brezinski

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SUMMARY

Full-stack software engineer (new grad) building production-minded projects in TypeScript/React/Next.js, Python, and Go. Strong in turning ambiguous problems into shippable prototypes, working in Unix-like environments, and iterating via clear requirements, testing, and optimization. Interested in AI, cloud computing (AWS), DevOps fundamentals, and contributing to global engineering teams in Japan.

EDUCATION

Akamonkai Japanese Language School <i>Japanese Language Proficiency Test N2 Certification</i>	Tokyo, Japan <i>Expected March 2027</i>
University of North Carolina at Charlotte <i>Bachelor in Computer Science, Minor in Japanese Studies</i>	Charlotte, NC <i>Aug 2021 – May 2025</i>

PROJECTS

DropMap (Optimization + Simulation Project) <i>GitHub: github.com/brezys/DropMap</i> Translated a real-world gameplay decision into a measurable optimization problem by defining constraints and an objective function (minimizing total travel time). Built a physics-based simulation and implemented algorithmic search to compute optimal jump timing/route decisions. Documented methodology and results in a reproducible repository with clear inputs/outputs and iteration notes.
BetaBreak (Community App for Climbers) – In Progress <i>Full-stack application concept — TypeScript/React/Next.js, Database-backed features</i> Designing an app for climbers to interact with their home gym remotely: view a 1:1 gym hold layout, receive announcements, join groups, chat, and track rankings. Emphasis on scalable app structure: authentication-ready flows, data modeling, and modular UI components for rapid iteration.
Climbing-Analysis (Computer Vision Motion Analysis) <i>Prototype — Python, MediaPipe/OpenCV</i> Built a computer-vision prototype to compare movement between climbing attempts using pose/landmark tracking. Generated structured outputs for analysis (e.g., movement consistency and timing comparisons) to support coaching-style feedback loops.
Remote File Viewer (Networking/Systems Learning Project) <i>Go — client/server fundamentals, routing, tunneling concepts</i> Implemented a small Go project to practice server architecture and networked file viewing workflows. Focused on reliability basics: input validation, clear error handling, and repeatable testing during iteration.

TECHNICAL SKILLS

Languages: TypeScript/JavaScript, Python, Go, Java, C#, SQL
Front End: React, Next.js, HTML/CSS
Back End: REST APIs, Node.js (runtime familiarity), basic server routing/design concepts
Data/ML: OpenCV, MediaPipe, NumPy/Pandas (for prototyping and analysis)
Databases: PostgreSQL, MySQL, SQLite
Cloud/DevOps: AWS (familiar), Docker (familiar), CI/CD concepts, Infrastructure-as-Code concepts
Tools: Git/GitHub, Linux/macOS/Unix shell, Supabase (BaaS), Firebase (familiar)

EXPERIENCE

Independent Software Engineer (Personal Projects) <i>Full Stack, Prototyping, and Systems Fundamentals</i> Built multiple end-to-end software projects published on GitHub, prioritizing clear requirements, iterative implementation, and maintainable structure. Regularly work across the stack (UI + APIs + data) and adapt quickly to new tools as project constraints change. Collaborate via written documentation (READMEs/specs) and version control practices suitable for team workflows.	Remote <i>2022 – Present</i>
International Student Mentor / Event Assistant <i>Cross-cultural support, logistics coordination, communication</i> Supported Japanese international students during university culture events; improved onboarding experience through proactive communication and coordination. Strengthened stakeholder communication skills across language/culture differences (useful in global engineering teams).	Charlotte, NC <i>May 2024 – Aug 2024</i>