

# Nicholas Seemann

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## Software Engineer

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### Objective

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To obtain a position where I can create an impactful product, something that I can go home at night and feel good about working on. To advance my programming knowledge and maximize my potential by learning new skills and problem solving techniques while also bringing my own perspective and ideas to my employer.

### Work Experience

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Ames Laboratory <b>System Administrator</b> <ul style="list-style-type: none"><li>Managed user access and files through Kerberos, LDAP, and AFS.</li><li>Administered cluster computer environments and batch jobs via PBS</li><li>Troubleshoot computer, printer, and network issues</li></ul>	July 2012 – Present Ames, IA
Lowe's Home Improvement <b>Cashier</b> <ul style="list-style-type: none"><li>Worked as a member of a team to fulfill goals</li><li>Interacted with a vast array of different individuals on a daily basis</li></ul>	May 2010 – Jan 2012 Davenport, IA
K&K True Value Hardware <b>Sales Associate</b>	Sept 2009 – May 2010 Bettendorf, IA
Gamerz Arena <b>Assistant Manager</b> <ul style="list-style-type: none"><li>Oversaw day to day operations, such as ordering and inventory</li><li>Maintained Linux fileserver used for managing disc images and user files</li><li>Set up tournaments and special events around the community</li></ul>	July 2006 – Sept 2009 Davenport, IA
GameStop <b>Sales Associate</b>	July 2005 – July 2006 Davenport, IA

### Education

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Iowa State University <b>Bachelors of Science in Computer Science</b>	May 2014 Ames, IA
Scott Community College <b>Associate of Arts in Liberal Arts</b>	2010 Bettendorf, IA

### Skills and Technology

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**Programming:** C#, Java, C, C++, Bash, MySQL, JavaScript  
**IDEs and Tools:** Visual Studio, Eclipse, NetBeans, Git, SVN  
**Frameworks:** XNA, .NET

### Activities and Hobbies

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Physics and Astronomy Club

Online Gaming

Board Games