

# NICHOLAS SEEMANN

112 University Village Apt E, Ames, IA 50010 | (515) 441-1286 | nseemann@iastate.edu

## PROFESSIONAL OBJECTIVE

To advance my programming knowledge and maximize my potential by learning new skills as a software developer.

## EDUCATION

IOWA STATE UNIVERSITY AMES, IA  
BACHELOR OF SCIENCE IN COMPUTER SCIENCE DEGREE EXPECTED: MAY 2014

SCOTT COMMUNITY COLLEGE BETTENDORF, IA  
ASSOCIATE DEGREE OF ARTS IN LIBERAL ARTS MAY 2010

## WORK EXPERIENCE

SYSTEM ADMINISTRATOR JULY 2012 - PRESENT

AMES LABORATORY AMES, IA

- Managed user access and files through Kerberos, LDAP, and AFS
- Administered cluster computer environments and batch jobs via PBS
- Troubleshoot computer, printer, and network issues

CASHIER MAY 2010—JANUARY 2012

LOWE'S HOME IMPROVEMENT DAVENPORT, IA

- Worked as team to fulfill goals
- Interacted with a vast array of different individuals on a daily basis

ASSISTANT MANAGER JULY 2006—SEPTEMBER 2009

GAMERZ ARENA DAVENPORT, IA

- Oversaw day to day operations
- Ordering inventory
- Maintained Linux fileservers used to for managing disc images and user files
- Set up tournaments and special events around the community

## PROJECTS

### GAMBIT OF A DYING WORLD

A top-down Zelda-esque cyberpunk inspired RPG developed using C# and XNA for Com S 309

### POKER

A multiplayer card game framework and accompanying poker rule set developed in C# for Com S 362

### UNNAMED ACADEMIC MESSAGING PROGRAM

A Skype style messenger with voice, video, LaTeX, group chat, and history support developed in C# with WPF for Com S 430

## SKILLS

### PROGRAMMING

C#, Java, C, C++, Bash, MySQL, and JavaScript

### IDES AND TOOLS

Visual Studio, Eclipse, NetBeans, Git, SVN, and Office

### FRAMEWORKS

XNA and .NET