

# NICHOLAS SEEMANN

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## PROFESSIONAL OBJECTIVE

To find a career with upward mobility where I can learn and grow.  
I strive to advance my knowledge and skills, while saving to finish my Bachelor's degree.

## EDUCATION

IOWA STATE UNIVERSITY AMES, IA  
AUGUST 2010 - MARCH 2014

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

## WORK EXPERIENCE

TECHNICAL SUPPORT APRIL 2014 – PRESENT

CIPAFILTER EAST MOLINE, IL

- Provide help and instruction to customers over the phone
- Remotely manage customers systems via SSH
- Troubleshoot computer and network issues

SYSTEM ADMINISTRATOR JULY 2012 – DECEMBER 2013

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 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