Nima Karimi

Irvine, CA • (949) 282 9752 • 23nkarimi@email.com • https://www.linkedin.com/in/nimaskarimi/ • https://github.com/nimaskarimi

SUMMARY

- Computer Science student with a strong foundation in software engineering, data structures, and algorithms. Skilled in C++ with experience developing efficient solutions and optimizing code. Seeking a software engineering internship to apply and grow technical skills.

EDUCATION

Chapman University, Orange, CA — Expected Graduation May 2027
Bachelor of Science in Computer Science — GPA: 3.5

Relevant Coursework:

- Computer Science I
- Computer Science II
- Social/Ethical issues in CS
- Data Structure and Algorithms
- Foundations Design & Fabrication
- Object Oriented Programming (OOP) 1
- OOP 2

TECHNICAL SKILLS

- C++
- Python
- JavaScript
- C
- HTML/CSS
- SQL
- VSCode
- GitHub
- AI Tools
- Swift

PROFESSIONAL EXPERIENCE

Technical Assistant | *Think CP - Irvine, CA* — February 2023 – February 2025

- Assisted engineers in assembling and configuring computer systems for clients, including defense-related organizations.
- Gained hands-on experience with PC hardware setup, component installation, and diagnostic tools (e.g., RedHat)
- Observed troubleshooting processes and learned structured problem-solving approaches.

RELEVANT PROJECTS & EXPERIENCE

Capybara Assistant (JS)

- Designed and built a full-stack application using Node.js to integrate OpenAI and Canvas APIs for automated assignment tracking.
- Currently developing a back-end service to categorize upcoming tasks by due date for improved organization.
- Created a conversational interface that outputs a dynamic, prioritized daily to-do list.

Mario Project (C++)

- Built a 2D grid-based simulation where Mario navigates multi-level maps, interacting with coins, power-ups, enemies, and bosses.
- Implemented state logging and game logic using only primitive data structures to demonstrate algorithmic problem-solving.

Kruskal's Algorithm Project (C++)

- Implemented Kruskal's algorithm to compute the Minimum Spanning Tree (MST) of a weighted, undirected graph.
- Designed output to display both MST total cost and adjacency matrix for clear visual interpretation.

Scare Games Project (C++)

- Developed a single and double-elimination tournament simulation using `std::vector` for participant management.
- Generated DOT files for tournament visualization, enhancing project clarity and debugging efficiency.