Nicholas Stewart

Tokyo, Japan• contact@nicholas.jp • Citizenship: Japan & Canada

Education

McGill University   Montreal, QC
Bachelor of Science, Computer Science.   *Sep 2020 - May 2025*
Relevant Coursework: Database Systems, Software Privacy, Programming Lang & Paradigms, Theory of Computation, Concurrent Programming, Software Design, Operating Systems, Introduction to C++, Programming Challenges(C++).

Choate Rosemary Hall   Wallingford, CT
Graduated a top boarding school in the US.   *Sep 2018 - May 2020*

Experience

Toshin System   Remote
System Modernization Team Lead   *Sep 2023 - Present*
- Lead a team of 9 to modernize the legacy software package via incremental rewrites from COBOL to Rust.
- Responsibilities including management, training and architectural design.
- Created an internal interactive AI knowledge base to accelerate development.

Toshin System   Tokyo, Japan
Software Developer Intern   *May 2023 - Aug 2023*
- Interned at the industry leader in Sales Management Systems for the Japanese wholesale market.
- Migrated a portion of the legacy COBOL based software to Rust.
- Shipped 3 new product components, including a feature that allows easier inventory management.
- Fixed bugs, solved integration issues and laid down the foundations for the system modernization team.

Microsoft Canada   Toronto, OT
Software Developer Intern   *May 2022 - Aug 2022*
- Learned fundamentals of cloud technologies and Microsoft Azure.
- Built a customizable AI chatbot plugin for Minecraft Servers, that answers questions from players in-game.
- Built a solution using Microsoft Cognitive Services, PowerBI, SharePoint and PowerApps that allows companies to dynamically analyze customer feedback and reach out to customers with ease. Won Best Technology Solution award as the team lead.

Projects

R6 Replay Stats   https://www.r6replaystats.com/
- A web app for competitive Rainbow Six Siege teams to record and analyze player stats.
- Extracts stats from match replay files to show advanced analytics with an intuitive UI.
- Used by the largest collegiate R6 tournament in North America, CR6 as well as several other competitions.

Azisaba Network   https://www.azisaba.net/
- Lead developer for Japan's largest Minecraft Server Network.
- In charge of game design, server infrastructure and management of 100+ volunteers.
- Grew the active player count 70x and made the server network profitable.

Skills & Interests

Technical: Proficiency in Java, C#, C++, Rust, JavaScript. Experience with Linux, Docker, GCP, Azure and infrastructure.
Certificates: TOEFL 113, Fundamental Information Technology Engineer Examination, AZ-900, DP-900, AI-900.
Language: Fluent in English and Japanese.
Interests: Hockey, Esports, F1.