

# Nicholas Boisclair

226-280-0992 | [boiscla@uwindsor.ca](mailto:boiscla@uwindsor.ca) | [linkedin.com/in/nickboisclair](https://www.linkedin.com/in/nickboisclair) | [github.com/nboisclair64](https://github.com/nboisclair64)

## EDUCATION

---

### University of Windsor

BSC in Software Engineering with Math Minor (GPA: 4.0)

Windsor, ON

Sep. 2020 – Apr. 2024

## EXPERIENCE

---

### Application Engineer

Integrity Tool and Mold

Sep. 2025 – Present

Oldcastle, ON

- Use **Palantir Foundry** to design and optimize data pipelines and tools relied on by 1,000+ employees.
- Develop in **TypeScript**, **Python/PySpark**, and **SQL** as the sole developer with access to the **Go** server and production databases.
- Design data models and new ontology objects to improve data quality and support scalable analytics.
- Build custom **React** widgets to close gaps in Foundry's UI and streamline workflows for factory and office teams.
- Integrate external partner systems using **REST APIs**, enabling **AI**-driven analysis that cuts employees' workload by 25%.

### Front-End Developer Intern

Toronto-Dominion Bank

Jan. 2023 – Apr. 2023

Toronto, ON

- Focused on the implementation of selection methods for accessing customer profiles, leveraging the **Angular** framework to enhance efficiency and user experience by filtering out 20+ redundant database entries.
- Oversaw both frontend and backend operations for the Credit Card and Loans platform, employing **Angular** and **TypeScript**.
- Contributed to updating the credit card frontend by migrating to a newer version of the tech stack and aligning components with updated **UI** standards for improved consistency and performance.

### Front-End Developer Intern

Toronto-Dominion Bank

May 2022 – Aug. 2022

Toronto, ON

- Integrated a live chat widget onto various front-end platforms to provide customers with a 24/7 support option.
- Developed using agile methodologies and utilized **Git** CLI to ensure continuous integration, and used **JIRA** and **Confluence** for coworker collaboration and organization.

## PROJECTS

---

### Video Player | C, FFmpeg, GTK, Multithreading

Feb. 2024 – Mar. 2024

- Engineered a professional-grade video player in **C**, integrating the **FFmpeg** library for efficient encoding and decoding of MP4 packets.
- Utilized multithreading for playback of audio and video channels of the provided MP4 file, using a circular buffer for greater memory efficiency.

### Accessible Assistant | React, JavaScript, Flask, Python, ChatGPT API

Oct. 2023 – Apr. 2024

- Developed an application focused on enhancing accessibility for users with dyslexia interacting with ChatGPT by providing font-altering options.
- Utilized **React** and **JavaScript** for frontend rendering, ensuring a responsive and dynamic user interface.
- Employed **Flask** and **Python** for backend processing and integration with the **ChatGPT API**.

### Fantasy Sports Stat Tracker | Swift, NHL REST API, Firebase

Mar. 2024 – Apr. 2024

- Developed an NHL statistic tracker application using **Swift**, providing users with real-time statistics for players during their current games via the **NHL REST API**.
- Implemented **Google Firebase** as the authentication system and database, ensuring secure login functionality and enabling users to access personalized data across multiple devices.

## TECHNICAL SKILLS

---

**Front-End:** React, Angular, JavaScript, TypeScript, HTML, CSS, Bootstrap, Swift

**Back-End & Data:** C, Java, Python, PySpark, SQL (PostgreSQL, SQLite 3), Flask, Spring, Go

**Platforms & Tools:** Palantir Foundry, Git, Docker, Google Cloud Platform, VS Code, IntelliJ, JIRA, Confluence