Nash Carroll

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EDUCATION

University of Georgia — Athens, GA
M.S. in Computer Science — Expected May 2027
B.S. in Computer Science — May 2025
B.A. in Spanish Interdisciplinary Studies — Expected May 2027
Honors: CURO Scholar, Dean's List, Georgia Commitment Scholar

TECHNICAL SKILLS

Languages: Java, C++, C#
Web: React, SvelteKit, Node.js, Express.js, Tailwind CSS, Bootstrap, Vite
3D and XR: Unity, Three.js, SAM 3D
Database: MongoDB
Tools and Platforms: GitHub, Jira, Vercel, Cloudflare

EXPERIENCE

Virtual Experiences Lab — Jun 2025 – Present
Graduate Assistant
- Develop an interactive digital-patient module that enables users to assess and diagnose a simulated patient.
- Built a SAM 3D markerless motion-capture workflow to reconstruct human movement in a virtual environment.

UGA College of Pharmacy — Jun 2025 – Jun 2026
Graduate Assistant for Immersive Technology
- Built a device-ID asset-tracking system to improve equipment inventory and accountability.
- Supported 900+ students and helped faculty adopt VR/AR tools through training resources, technical guides, and hands-on assistance.
- Managed Meta Quest 3 headset maintenance, inventory, storage, and classroom deployment.

Lynx System Developers — May 2024 – Aug 2024
Software Development Intern
- Built ScorePlus, a deployment-ready Node.js and Socket.io browser application with real-time scoreboard updates, as the sole developer.
- Integrated Lynx's proprietary scripting language to control LED video displays across multiple sports workflows.
- Partnered with product managers to define scope, prioritize features, and prepare ScorePlus for release.

PROJECTS

Movie Theater Ticketing Platform — Summer 2026
- Led front-end development of the ticket-purchasing flow on a five-person software engineering course team; contributed to account, home, and search interfaces.
- Built JavaScript interfaces integrated with a Spring Boot REST API and MongoDB; coordinated development through Jira and GitHub.

Noble — Aug 2022 – May 2023
- Implemented health, hitbox, start-menu, and pause-menu systems in C# for a Unity game built with UGA Game Builders Club members.

LEADERSHIP

Ballroom Dance Club at UGA | President — May 2024 – Jul 2026
- Grew monthly social media profile visits from 100 to 50,000 while managing club communications.
- Organized two weekly lessons and coordinated additional sessions with alumni instructors.