

NICOLAS ARELLANO GUZMAN

SOFTWARE ENGINEER

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GitHub · arenic3

nicoarellano.xyz

I'm an ambitious 3rd year Creative Computing student with a strong international background, curious and engaged within my field having experience in digital signal processing, machine learning, web development, embedded systems, and software engineering. Some of my other interests include computational art, music soft/hardware, and audiovisual processing.

RECENT PROJECTS

LIGHTS OFF

Web & Ios app

January 2025 - Present (on hiatus due to 3rd year projects)

- Three.js web game consisting an 3D voxel mesh, efficient game logic & loop using ray casting.
- Wrapped for IOS using capacitor

ARTIST PORTFOLIO WEBSITE

aanyamukhtyar.com

October 2025 - February 2026

- Designed, developed and deployed a portfolio website for an artist and a close friend as a side-project.
- Codebase packed with comments to make it easily maintainable by the client

MIXN

DJ software

January 2025 - April 2025

- Built with JUCE, implemented custom look&feel to have a 2000s urban-metro inspired UI
- Packaged for MacOS

SKILLS

- Proficiency in Python, C++, Javascript, HTML, OpenGL
- Experienced in Node.js, Express, Apache, Nginx, SQL
- Digital signal processing, embedded systems
- ML & DL: Tensorflow, Keras
- Data visualization
- Git source control

EDUCATION

BACHELOR OF SCIENCE IN CREATIVE COMPUTING
Goldsmiths, 2023 - present

FOUNDATION IN ART&DESIGN
Sheffield Hallam, 2022 - 2023

PERSONAL

Place of birth: Bellevue WA

Languages:

- English (native)
- Spanish (native)
- French (Fluent - C2)