

# NATHAN T. PHAM

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## EDUCATION

**University of California, Berkeley**  
Berkeley, CA

**B.S. Electrical Engineering and Computer Sciences**  
GPA: 3.3 | expected May 2017

**Laney College**  
Oakland, CA

**A.S. Mathematics and Computer Science**  
GPA: 4.0 | Jan 2012 - May 2015

## SKILLS

**Programming** Proficient (Java, Python), Intermediate (C, C++, Assembly (MIPS), Ruby, HTML, CSS, JavaScript, Ruby on Rails, jQuery, JSON, AngularJS, Node.js), Familiar (Swift, SQL, Scheme, Shell/Bash, NumPy)

**Application** Git, Sublime Text, Vim, Xcode, MARS, Eclipse, NetBeans, IDLE, iPython, Visual Studio

**Operating System** Mac OS, Unix and Windows

**Other** UI/UX (Adobe Creative Suite), Video (Final Cut Pro), Audio (Logic Pro X, Cubase, Pro Tools)

## EXPERIENCE

**Rakuten** Software Engineer Intern *May 2016 - Aug 2016*  
San Mateo, CA Working with the mobile team to build a HTML5/Hybrid Framework which allow HTML5 developers to quickly build native applications for iOS and Android.  
- Received Tech Award at RAK-athon 2016 with [WebVR Café](#) project

**VMware** Software Engineer Extern *Winter Break 2016*  
Palo Alto, CA Learned about software development collaboration tools and testing techniques.

**Registria** Web Developer Extern *Spring Break 2016*  
Mountain View, CA Developed a photoregister web app for consumers to submit a photo or enter a code which will redirect them to their destination.

**EECS Department** Academic Intern *Aug 2015 - Dec 2015*  
UC Berkeley Assisted 30+ students through labs and assignments in CS61A - a course on Structure and Interpretation of Computer Science. Debug, answer questions, and explain Unix commands and concepts in Python and Scheme to ensure maximum learning.

**Laney College** Mathematics Tutor / Teaching Assistant *Aug 2013 - May 2015*  
Tutored math for 40+ students in weekly lectures, one-to-one and group tutoring. Helped instructors manage lectures and explain concepts, guided students through online assignments during labs.

## PROJECTS

**CPU Design** Designed a simple 32-bit two-cycle processor in Logisim to compatible with machine code outputs from MARS.

**MIPS Assembly** Implemented an assembler that translates MIPS instruction set to machine code in C, and linker to process object files and generate executable tables. C, MIPS, MARS.

**[Gitlet](#)** Built a version control system called Gitlet that mimicked most of Git's local methods and features through implementation knowledge of ADT's, file reading/writing. Java.

**Gratitude Journal** Rails web application where users can post their daily gratitude publicly or privately to support their friends and live happier. Ruby, Bootstrap, jQuery, Ruby on Rails.

**QuizSteve** Web application to question people about Steve Jobs life and legacy to see if they are true fan of him. HTML, CSS, JavaScript, Bootstrap, jQuery, JSON, AngularJS.

**Scheme Interpreter** Implemented a Scheme interpreter to read scheme expressions. Python