

Nathan Guerrero

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EDUCATION

University of California, Irvine - Irvine, CA	Sep 2021-Jun 2025
B.S. in Computer Science, Specialization in Systems and Software	

PROJECTS, EXPERIENCE

Sapphic Homelab/Home Server - <i>Personal Project</i>	Aug 2024-present
<ul style="list-style-type: none">Architected and administered a comprehensive Proxmox-based homelab, with supplementary CI/CD pipelines and automation workflowsProvisioned Linux-based virtual machines and Docker containers to host over 13 services, like Home Assistant, with the support of IaC toolsCultivated practical expertise in virtualization, networking, security, and DevOps principles through hands-on implementation and problem-solving	

COMPSCI 121 (Search Engine) Project - <i>Team Member</i>	Apr 2024-Jun 2025
<ul style="list-style-type: none">Designed and built a scalable search engine in Python, with a team of 4, capable of indexing tens of thousands of webpages and returning query results in <100 msArchitected a multithreaded indexing system with disk-backed databases to efficiently handle high-volume reads/writesDeveloped internal tools and libraries to accelerate development and enforce modularity under OOP principles	

Tile-Matching Game Environment - <i>Team Member</i>	Feb 2024-Mar 2024
<ul style="list-style-type: none">Created a Python framework, with a team of 5, to provide a customizable environment for building tile-matching gamesImplemented game-specific logic for 2 example games, Dr. Mario and Puzzle Fighter, showcasing the framework's versatility and object-oriented designAuthored technical documentation and design specifications to facilitate clear communication and development	

SKILLS

Programming Languages: Python, C/C++, Java, SQL, HTML/CSS/JS, Bash, Rust

Concepts: Software design, full-stack development, automation, networking, distributed computing, databases, containerization, systems administration, CI/CD, IaC

Software: Linux, Ansible, Debian/Ubuntu, Nix, React, Git, Docker, Node.js, OpenWrt, SSH