Nate Roylance

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SOFTWARE ENGINEER PROFILE

Self-motivated and dependable, entry-level in software development, framework design, and principal coding languages.

- **Key Strengths:** Team worker, good communication skills, self-driven employee, and a proactive problem-solver.
- **Software Development:** Well versed in Typescript/JavaScript, React, Java, SQL, MongoDB, Python, C++, C, and HTML/CSS, and proficient in using Vue, Git, GDB, command-line coding, and other various programs.
- **Framework Design:** I enjoy designing programs from the ground up, solving complex problems, and using efficient structuring to maximize quality.
- **Technology Experience:** Accustomed to computers and coding from an early age and an extremely fast learner.

EDUCATION

BIG BEND COMMUNITY COLLEGE, Moses Lake WA
Associate of Applied Science, 2016-2018; 3.84 GPA
Nominated for Math Student of the year 2017-18, Phi Theta Kappa member 2016-18, Dean's/Vice Dean's list 2016-18, completed through the Running Start program

BRIGHAM YOUNG UNIVERSITY, Provo UT
BS in Computer Science, 2020-2022 (in progress); 3.97 Major GPA
Half-tuition scholarship 2020-2022, ACT score of 33

EXPERIENCE

BRIGHAM YOUNG UNIVERSITY, Provo UT   08/2020 - Present
Student – Completed comprehensive studies in Computer Science. Completed coursework includes: Computer Systems, Data Structures, Discrete Structures, and Web Programming.
PERSONAL PROJECTS   09/2020 - Present
Co-op Project Experience – Currently designing a [multiplayer game](#) from the ground up entirely to gain coding experience, including the physics engine, an object-based design, heavy and continuous optimization and measuring, and efficient testing, debugging, and troubleshooting.