Nathaniel Acker

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Summary

Computer Science graduate from York University. Skilled in Object-Oriented Programming and Software Design, with experience in Web and App Development, and strong proficiency in Data Structures and Algorithms. Recognized for effective communication, a collaborative team approach, and adaptability on both Linux and Windows platforms. Driven by continuous learning and dedicated to delivering innovative solutions and value to any team.

Skills

Programming Languages: Java, Python, JavaScript, C, C#, Dart, Bash, SQL, HTML, CSS
Frameworks & Libraries: Unity, Flutter, React, Node.js, Express, Tailwind CSS, jQuery
Databases: MySQL, MongoDB, Firebase, Neo4j
Development Tools: Git, Postman, Visual Studio, SourceTree, Unity Hub, Android Studio, IntelliJ IDEA, Eclipse
Testing & Debugging: Robot Framework, Postman API Testing, Logging & Debugging in Unity
Methodologies: Agile (Scrum), Version Control (Git, Bitbucket, GitHub)
Platforms: macOS, Linux, Windows, WordPress

Education

BSc, Bachelor of Science: Computer Science and Biology, York University - Toronto ON   **2024**
Relevant Courses: Databases, Data Structures, Algorithms Design and Analysis, Software Design, Operating Systems, Object-Oriented programming, Mobile Computing, Web Development (HTML, CSS, JavaScript), Communication Networks, Assembly, Discrete Math, Logic for Computer Science

Experience

Full Stack Developer, Timeplay - Toronto, ON, Canada   **11/2024 – 03/2025**
- Developed and refined backend logic to support time-based features, ensuring accurate data handling and resets.
- Improved UI functionality in Unity by implementing dynamic layouts for consistent cross-device experiences.
- Debugged and optimized API interactions using Postman, enhancing system reliability and performance.
- Collaborated with team members to refine features, troubleshoot issues, and improve overall functionality.
- Enhanced logging and debugging processes, making issue tracking more efficient for future development.
- Worked with version control and task management tools, ensuring smooth development workflows and team coordination.

Languages/Tools: C#, Go, Unity, Postman, Git, Atlassian

Web Developer, STEM FellowShip - Toronto, ON, Canada   **07/2023 – 02/2024**
- Optimized website functionality to align with organizational goals, boosting user experience and engagement.
- Spearheaded major updates, including new web pages and structural adjustments, resulting in enhanced accessibility and site interactivity.
- Partnered with board members in weekly meetings to strategize and document project needs, ensuring efficient project delivery and alignment on updates.
- Diagnosed and resolved complex website issues swiftly, significantly improving site stability and load times.
  Languages/Tools: WordPress, HTML, CSS, Firebase

Software Developer, Samme (start-up) - Tel Aviv, Israel   **05/2022 – 07/2022**
- Engineered new features for the Samme Chrome extension, driving enhanced user experience and functionality.
- Integrated OpenAI for smart, automated client responses, improving engagement and retention within the extension.
- Applied Scrum methodology to maximize team efficiency and project outcomes, managing tasks in Jira and documenting workflows in Notion.
- Streamlined version control processes by consolidating code changes on GitHub, ensuring smooth, reliable release cycles.
  Languages/Tools: Flutter, Dart, Node.JS, OpenAI, GitHub, Jira, Notion