Nathaniel Acker

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Summary

Computer Science graduate from York University skilled in Object-Oriented Programming with Java and Python, adept in Computational Thinking, proficient in Data Structure use and creation, and experienced in Software Design. Known for excellent communication skills, collaborative team spirit, and versatility across Linux and Windows platforms. Passionate about continuous learning and personal growth, with a steadfast commitment to delivering value to any organization.

Education

BSc, Bachelor of Science: Computer Science, Lassonde School of Engineering - Toronto ON

2024

 Relevant Courses: Databases, Data Structures, Algorithms Design and Analysis, Software Design, Operating Systems, Object-Oriented programming, Mobile Computing, Web Development, Communication Networks, Assembly, Discrete Math, Logic for Computer Science

Juno College - Toronto ON 2021

Relevant Courses: Web-Development (HTML, CSS), JavaScript

BSc, Bachelor of Science: Biology, York University - Toronto ON 2020

Experience

Web Developer, STEM FellowShip - Toronto, ON, Canada

07/2023 - 02/2024

- · Maintained website with minor changes as requested by board members
- · Created large-scale changes including new webpages and structural adjustments
- Held weekly meetings to discuss new possible changes and additions on google meet and documented changes on google sheets
 Languages/Tools: WordPress, HTML, CSS, Firebase

Software Developer Intern, Samme - Tel Aviv, Israel

05/2022 - 07/2022

- · Developed software features for Samme chrome extension using Dart under Flutter UI and Node.JS
- Applied the OpenAI library in the Samme chrome extension to generate appropriate responses for clients
- Implemented Scrum methodology to manage weekly tasks, utilizing Jira and Notion for documentation
- Facilitated seamless version releases by merging upcoming changes with GitHub Languages/Tools: Flutter, Dart, Node.JS, OpenAI, GitHub, Jira, Notion

Content Moderator (Remote), Teleperformance - Waterloo, ON, Canada

06/2021 - 05/2022

- Evaluated online social media & advertising content using TCS software in conjunction with platform policy
- · Flagged media or advertising content that violated policies, providing clear documentation of the specific policy breaches
- · Facilitated regular team meetings on Lark to discuss policy updates, and strategize methods for enhancing team performance

Projects

Single and multiplayer rock-paper-scissors game

Languages/Tools/Environments: JavaScript, Node.JS, CSS, HTML, jQuery, GitHub, Visual Studio

• To-do style appointments app for veterinarians

Languages/Tools/Environments: React, GitHub, Visual Studio

- Java backend model where REST API endpoints are supported by Ne04j graph databases
 Languages/Tools/Environments: Java, Neo4J, Robot Framework, GitHub, Postman, Eclipse
- Webpage allowing users to search movies which are pulled using an API from a movie database Languages/Tools/Environments: JavaScript, CSS, HTML, ¡Query, GitHub, Visual Studio
- Android app that contains number guessing game

Languages/Tools/Environments: Java, XML, GitHub, Android Studio

Tool Kit

- Languages: Java, JavaScript, Python, Bash, C, C++, Dart, HTML, CSS, SQL
- Environments: Visual Studio, Eclipse, IntelliJ IDEA, PyCharm, Android Studio, MySQL, Neo4J, MongoDB
- Additional Tools: Git, NodeJS, React, jQuery, Flutter, Firebase, Postman, WordPress