Nathan Nakamura

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OBJECTIVE

My goal is to intern at a software development company which can utilize my programming skills towards the delivery of a commercial product. I am a self-starter and can complete tasks with minimal oversight; however, because I am young and learning, I appreciate any mentoring from experienced software architects. My passion is to bring joy to people through my applications. I am currently interested in software development and Natural Language Processing (NLP)

EDUCATION

University of California, San Diego
Bachelor of Science (B.S), Computer Science and Engineering (CSE)
Expected June, 2022 Current GPA: 3.696

TECHNICAL SKILLS

Proficient Languages: Java, C
Familiar with: ARM Architecture, Python, bash scripting, Matlab, LaTeX, XML
Skills: Vim, Design Patterns, Data Structures, Algorithms, Object Oriented Programming

PROJECTS

Flappy Bird **Winter/Spring 2017**

A Java based rendition of the popular mobile game "Flappy Bird" that utilizes the Java Swing library to run the game in a separate window. The bird and the pipes on the screen were put into the container as icons, and the movement for the bird and pipes was handled using the KeyListener and ActiveObject libraries. Because of my passion for gaming, I chose to create this game for my high school math and science project. This has inspired my interest in researching game engines like Unity and Unreal Engine.

- **Technology/Tools:** Java, Java Swing library

Full Sent **Summer 2019**

Full Sent is a Natural Language Processing application which performs sentiment analysis on tweets streamed from Twitter by utilizing the Naive Bayes Classifier from NLTK, the Tweepy API, and Python. From this project, I have developed a handful of skills by teaching myself Python and by working with a RESTful API. My goal for this project is to leverage my newfound knowledge to a commercial machine learning/NLP application.

- **Technology/Tools:** Python, Tweepy API, NLTK

HONORS/AWARDS

- **National Merit Finalist**, Class of 2018
- **Placed 7th in WIC Beginner's Coding Competition Spring Quarter** at University of California, San Diego
- **Placed 2nd for Junior Project in Programming** at Monrovia High School, created a Flappy Bird rendition in Java using Java Swing library

RELEVANT COURSES

• Advanced Data Structures • Mathematics for Algorithms and Systems • Computer Organization and Systems Programming • Discrete Mathematics • Software Tools and Techniques Laboratory • Basic Data Structures and Object-Oriented Design • Introduction to Computer Science and Object-Oriented Programming: Java • AP Computer Science A (High School)

ADDITIONAL ACTIVITIES

- **Robotics**: FIRST Tech Challenge participant, Monrovia High School, 2016-2018
- **Volunteer**: Field Technical Advisor at FIRST Robotics Competitions, 2018-Present
- **Tutor**: Monrovia High School mathematics, 2016-2017
- **Sports**: Intramural Basketball at UCSD