

NATE BORWICK

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EDUCATION

NORTHEASTERN UNIVERSITY, Boston, MA

GPA: 4.0/4.0

Khoury College of Computer Sciences

Candidate for a B.S. Computer Science and Design

Relevant Coursework: Software Engineering for Consulting, *Object Oriented Design*, *Algorithms and Data*, *Intro to Databases*, *Human Computer Interaction*, *Interaction Design*, *Discrete Structures*, *Typography*

NORTHEASTERN UNIVERSITY LONDON, London, England

Study Abroad Fall 2023

SKILLS

- **LANGUAGES:** Java, Python, Typescript, HTML, CSS, Javascript, SQL, Kotlin
- **DEVELOPMENT:** Git, React.js, Supabase, Vercel, Tailwind, VSCode, IntelliJ IDEA, JUnit, RestAPI's
- **DESIGN:** Figma, Illustrator, Photoshop, InDesign, Procreate, Fusion360, 3D Modeling & Printing

PROJECTS

Aperture

- Built an developer-focused Android resume optimization tool using Kotlin, Jetpack Compose, Room and Retrofit.
- Developed GPT-driven features integrating OpenAI and GitHub APIs to generate personalized project ideas and resume-ready descriptions; collaborated on a team of three.

PantryPal

April 2025

- Built a data-driven recipe platform using SQL database, a custom RESTfulAPI, and Streamlit.
- Designed relational schema and developed dynamic queries for search, reviews, and moderation.

Hue Muse

December 2024

- Built an interactive color inspiration tool using React, JavaScript, HTML, and CSS.
- Uses algorithmic color pairing logic to generate infinite compatible color combinations.

Seam Carving

April 2024

- Explored a seam-carving algorithm to intelligently compress png images while preserving subjects.
- Used Java, Swing, dynamic programming, and graph data structures to efficiently process images.

WORK EXPERIENCE

SpecStory Inc, Boston, MA

July 2025 - Present

Software and Design Engineer

- Designed and implemented SpecStory Cloud's user interface (20+ pages) as sole designer, developing production React code alongside creating mockups and leading visual design decisions.
- Developed key features including RAG chat, search functionality, and session management using React and AI-assisted development practices.
- Collaborated with the engineering team on code reviews and architecture decisions for a full-stack application managing AI coding conversations.

Independent, Dobbs Ferry, NY

February 2021 - May 2022

Java Developer

- Created and monetized digital tools by developing, publishing, and selling Java plugins for Minecraft, using Spigot API and Maven, achieving over 20,000 downloads and use across thousands of servers.
- Provided quality customer support by addressing hundreds of support tickets and answering questions to aid users in downloading and setting up programs.
- Collaborated with the development community by documenting work and contributing to community-driven events and forums.