

NATHANIEL CHIARENZA

Software Engineer

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GITHUB [HTTPS://GITHUB.COM/NATECHIARENZA](https://github.com/NATECHIARENZA)

Skills

- Bilingual (English/American Sign Language)
- Proficiency with C#, JavaScript (React Native), Node.js, HTML
- Experience with Unity, Unreal, Blender, and Photoshop, Virtualization, Linux command line

Experience

JUNE 2021 - PRESENT

Software Engineer, Accusoft

- Communicate with customers to test projects and advise solutions.
- Complete projects to add quality of life improvements to company resources
- Work with a team to learn new skills relevant to the field such as Web technologies, Virtualization, and Linux command line

MAY 2019 - PRESENT

Resident Assistant/Community Director, Florida Polytechnic University

- Collaborate with institutional leadership to develop engaging programming for on campus living.
- Helped improve students housing retention.
- Lead and manage a team of Resident Assistants to accomplish department goals.

Projects

Cookie Clicker Clone

- Collaborated with a software engineer to create and design an Idle Game that helped improve financial literacy.
- Utilized Java to program the game and enhance the user experience.

Education

AUGUST 2018 - MAY 2022

Florida Polytechnic University, Lakeland FL - *Bachelor of Science in Computer Science*