

# Nathan Giesbrecht

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## Work Experience

### Junior Cloud Developer

VALUE PARTNERS INVESTMENTS

Sept 2021 - Dec 2021

- Researched, developed and deployed an excel Add-In that allowed consultants to access financial databases through a GUI and Excel custom cell functions. Utilized an Azure hosted API and secured with OAuth
- Wrote and hosted custom API's using Azure cloud services in combination with C#
- Researched and implemented new technologies, such as Github Codespaces to convert development into the cloud. Utilized Github secrets to secure ENV variables in the Codespace development environment and wrote bash scripts to initialize these environments
- Created pipelines for continuous integration between Azure Web services, Devops and Github repos, and automated build and deployment processes
- Contributed to a project designed to parallelize reporting functions, decreasing the runtime required for consultants to generate financial reports

### Junior Software Developer

AGRICULTURE AND AGRI-FOOD CANADA

Jan 2021 - May 2021

- Implemented and deployed a site crawler, used to update financial data for 600+ projects with one click
- Researched and applied new technology/libraries and presented this technology to multiple teams, to allow for use in future projects
- Revamped and tested the user permissions and roles matrix across the entire main project site
- Updated and maintained a live database using SQL scripts
- Worked with Vue, bootstrap, Groovy, Oracle SQL, and Liquibase

## Technical Skills

### Languages and Databases

EXPERIENCE WITH:

- Vue, Bootstrap, Groovy, SQL, React, Java, Python, C/C# /C++, HTML, CSS, JS, and GIT

## Education & Awards

### B.Sc. Computer Science Major (Co-op Option)

UNIVERSITY OF MANITOBA

Sept 2018 - Expected: March 2023

- Cumulative GPA 3.9 / 4.5
- Notable Courses: Human Computer Interaction, and Databases: Concepts and Usage
- University 1 Honor List : Fall 2018
- University 1 Honor List : Winter 2019
- Deans Honor List : Fall 2020

## Projects

### Gnoll Way Home - Unity Game

PERSONAL

December 2021

- Developed a game over the course of 3 weeks. Written in c# and Unity and published to Itch.IO
- Organized player testing during development to enhance user engagement and fine tune mechanics

### Tinder Clone

PERSONAL

May 2021

- Built a Tinder clone utilizing React front end and Google Firebase back end
- Utilized multiple libraries and API for swipe cards and icons

### NateBot (Discord Bot)

PERSONAL

May 2021 - Ongoing

- Ongoing chat bot project with periodic feature updates. Utilizes Python and Discord.py API
- Currently rolls dice, welcomes new users and posts one-liners and jokes using an API