

Nate Lemke

Nateglemke@gmail.com | 250-877-8077

Education

BCIT

Jan 2018 - Dec 2019

Computer Systems Technology Diploma
Technical Programming Option

Bachelor of Technology in Computers Systems
Network Security Option

Sept 2021 - May 2024

Skills

Proficient:

- Python
- Javascript
- C#/C++
- HTML/CSS
- React
- Git

Familiar:

- .NET
- Node.js
- Java
- SQL

Projects

Personal Website

My personal website

Solo Project

- Made with HTML, CSS, and React
- Hosted with GitHub Pages at <https://natelemke.github.io/personal-site/>

Memory game

An online pattern-memory game

Solo Project

- Uses HTML/CSS to make a variable-size tile grid
- Game logic (random patterns, rotating grid, score, etc.) using Javascript
- Made with Node.js and Express
- Player name and score stored using MongoDB

Reservoir Rescue

A web-based pipe connecting game

Team Size:4

- Stored Leaderboard information using PHP and SQL
- Created various menu pages with HTML and CSS
- Developed gameplay using Javascript and Phaser framework

Trieris

A computer version of a strategy board game

Team Size: 4

- Translated previous code from Java to C#
- Created new version of game using C# and Unity
- Designed and implemented entirely new UI
- Troubleshoot and fixed various issues with game AI

Floral Trauma

A team-based online multiplayer game

Team Size:24

- Worked across multiple development teams
- Worked with other teams to make design decisions
- Created Game UI and menus using C# and Unity

Covert Channel Detector

A program to analyze traffic files and detect covert channels

Solo Project

- Developed using Python and Scapy library
- Reads user-created rules file and generates warnings when a rule is violated
- Also created a tool for testing that created covert channels in various packet headers