

# Nate Lemke

Nateglemke@gmail.com | 250-877-8077

## Education

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### 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

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Proficient:

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

Familiar:

- .NET
- Node.js
- Java
- SQL

## Projects

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### Personal Website

My personal website

Solo Project

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

### 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