

NATHAN W MACLAURIN

FULL-STACK SOFTWARE ENGINEER

[Portfolio](#) 

[GitHub](#) 

[LinkedIn](#) 

[EMAIL](#) 

Summary

A Lifelong learner transitioning from 2+ years in Software QA and 6+ years in IT with passion for sensible design and dynamic technologies. An adaptable empath who facilitates teamwork with mindful communication and values creative problem-solving.

Skills

Languages:

HTML, CSS, JavaScript, TypeScript, PostgreSQL, C++

Libraries & Frameworks:

React, Redux, jQuery, Node, Express, Passport, AWS S3, Bootstrap, Jest, PowerShell

Software:

Git, Atom, VS Code & Visual Studio, Postman, Jira, DevSuite, Trello, VirtualBox, Docker

Experience

Student Full Stack Web Developer • October 2020 – present
Prime Digital Academy

Solo Project - The General Organizational Tech Tracker (GOTT) • [GitHub](#) • [Live](#)

GOTT is a lightweight full-stack web application for IT asset management. The application features a full CRUD RESTful API with search and data visualization, as well as multiple authorization levels.

❖ *Technologies Used:* React, Redux, Node, Express, PostgreSQL, Passport, Chart.js

Group Client Project - Freehand Cards • [GitHub](#)

Freehand Cards is a full-stack web service to assist forgetful gift-givers in getting thoughtful cards for important people in their lives. Responsible for implementing an image upload API, backend admin REST API, protected routes, and user authorization, as well as a scheduled emailer service.

❖ *Technologies Used:* React, Redux, Node, Express, PostgreSQL, Passport, AWS S3, Nodemailer

Senior Desktop Support Technician • March 2020 – present
Activision Publishing

- Developed internal website for centralized operational documentation
- Authored new SOP to increase accuracy and scalability of IT operations
- Implemented technical and logistical solutions to minimize pandemic impact on productivity

Senior Technical Test Analyst • September 2018 – March 2020
Activision Publishing

- Designed high-impact black-box test procedures to enhance issue submission quality
- Spearheaded test build deployment plans and optimizations

Pre-Calculus, Physics, and Computer Science Tutor • September 2017 – September 2018
Varsity Tutors, Contract

- Created empathetic lesson plans to bolster confidence and retention of technical coursework
- Translated complex concepts to students in clear, easy to understand language

Computer Engineering Intern • January 2017 – June 2017
Medtronic

- Converted physical hardware tests to a virtualized test environment
- Collaborated with firmware R&D to debug automated testing software

Education

Full Stack Software Engineering Certification • October 2020 – March 2021

Prime Digital Academy

- Immersed in a 20-week full-stack software engineering program which taught fundamental software engineering concepts such as tech research, collaborative problem solving, and unit testing.
- Trained in professional, team-focused software engineering skills such as the agile methodology and scrum framework, project management, project scope development, and client presentations.

Computer Engineering Major • 2016 – 2017

University of Minnesota – Twin Cities

- Institute of Electrical & Electronics Engineers (IEEE)
- University Transfer Student Board

Engineering Major • 2014 – 2016

Rochester Community and Technical College

- President of the Physics and Engineering Club
- PTK (Phi Theta Kappa) Honors Society Member
- Guest Speaker at AHAC (Academic High-Altitude Conference) 2016 Summer Conference
- Guest Speaker at AAPT (American Association of Physics Teachers) 2016 Winter Conference