

# Nathan Levy

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## WORK EXPERIENCE

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This is **not** a complete list of my work, but rather several relevant jobs showcasing the various technologies I have used and fields I have worked in.

### Lead Developer – [Homebuyer Help](#) (August 2023 - Present)

Technologies used: [Node.js](#), [React](#), [Typescript](#), [NGINX](#), [AWS](#)

I am developing a platform for Homebuyer Help, which involves

- Using [Node.js](#), [React](#) and [Typescript](#) to develop a modern web app
- Deploying and hosting using [Gitlab](#), [AWS](#) and [NGINX](#)
- Integrating technologies such as [Auth0](#) and [Twilio](#)
- Creating and integrating a [SQL database](#)

### Software Engineer – [Little Red Trucks](#) (November 2022 – August 2023)

Technologies used: [Python](#), [Vue.js](#), [Typescript](#), [PostgreSQL](#), [NGINX](#)

I work as a lead engineer on various projects including:

- Using [Python](#), [Vue.js](#) and [Typescript](#) for the website and an app
- Maintaining CI/CD processes and hosting with [Gitlab](#), [AWS](#) and [NGINX](#)
- Maintaining and extending the database using [PostgreSQL](#)

### Integration Developer – [Inworld.ai](#) (October 2022 – March 2023)

Technologies used: [Java](#), [Spigot](#), [API Integration](#)

I integrated Inworld's AI characters into a Minecraft plugin, implementing features included:

- Using [Java](#) to develop AI-powered in-game characters
- Implementing Inworld's [REST API](#) to communicate between the game server and Inworld's AI
- Setting up CI/CD with [Github](#)

### Full-Stack Engineer - [Pearler](#) (March 2021 – October 2021)

Technologies used: [Node.js](#), [React](#), [Typescript](#), [GraphQL](#), [AWS](#)

I worked within Pearler's engineering team to develop their website, working on things such as:

- Using [Node.js](#), [React](#) and [Typescript](#) to develop their website
- Improving authentication and add more signup/login options
- Using [GraphQL](#) and [PostgreSQL](#) to work on their database
- Utilising Test Driven Development and participating in Code Reviews

### Surveying App Developer - [Red Group](#) (November 2020 – August 2022)

Technologies used: [C++](#), [Bash](#), [AWS](#)

I developed a surveying app to process and transmit location data, working on:

- [Network engineering](#) to receive and transmit data via TCP & UDP connections
- Developing a custom protocol for surveying data, by filtering and transforming the incoming data
- Making the protocol highly customisable as the needs of Red Group changed