Nathan Gilbert

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EDUCATION

Rochester Institute of Technology, Rochester, NY — GPA: 3.47

Bachelors in Software Engineering, Expected May 2024

Dean's List: Spring 2020, Fall 2020, Spring 2021 semesters

Relevant Courses: Software Testing, Principles of Data Management, Web Engineering, Engineering Of SW Subsystems, Process and Project Management, Intro to Software Engineering, Personal Software Engineering

SKILLS

Programming Skills: JavaScript, Java, TypeScript, Python, Apex, PostgreSQL, MongoDB, NodeJS, HTML, CSS, C
Technical Skills: Software Architecture & Design, OOPs, UML diagramming, Lucidchart, Git/GitHub, Git Bash, RDBMS diagramming, npm Figma, Postman, Google Suite, Vim, Salesforce platform
Soft Skills: Time & Project Management, Communication, Patience, Critical thinking, Collaborative, Adaptable, Accountable, Reliable
Libraries & Frameworks: React.js, Mongoose, Express, Bootstrap/Reactstrap, Flask, Django, JUnit, unittest
Operating Systems: Windows, macOS, iOS, Android, Ubuntu

WORK

Gananda Coding Camp - Camp Instructor, Gananda HS — July 11th, 2021 - July 21th, 2022
- Instructed a Java coding camp with three other instructors for the Gananda Central School District.
- Coordinated with the school district to get the coding camp up and running.
- Developed the curriculum, slides, and files for the students to use and reference later.
- 20 Students signed up from grades 7th-12th to learn the basics of Java over two weeks.
- Students showed great progress and understanding from pre and post assessments.

Red Argyle - Software Engineer, Canandaigua — January 2022 - May 2022,
Red Argyle - Co-op Engineer, Canandaigua— May 2021 - December 2021
- Utilized Salesforce tools and technology to test and develop quality software.
- Coordinated with a team to develop Salesforce solutions for clients.
- Working in sprints of two weeks, assigning tasks, and reducing our estimation for tasks.
- Wrote documentation for overviews on larger features, giving insight into the workings of the software

Gananda Coding Camp - Camp Instructor, Gananda HS — July 12th, 2021 - July 16th, 2021
- Founded and instructed a Python coding camp with two other instructors for the Gananda Central School District.
- Coordinated with the school district to get the coding camp up and running.
- Developed the curriculum, slides, and files for the students to use and reference later.
- Students from 6th-12th grade were able to come and learn Python Basics for 1 week.
- The outcome of the camp was so positive we are planning more for future school breaks.

PROJECTS

WebCheckers, Team School Project — August 2020 to November 2020

Tools: Java, JUnit, Maven, Git Bash, InteliJ

- Developed a working checkers web app by dividing user stories between teammates.
- Divided the workload into UI, Model, App, Controller, Tests.
- Learned by applying object-oriented principles and designs such as GRASP and SOLID.
- Went through the OpenUP process through Agile sprints with code reviews.
- Designed state charts, sequence diagrams, and domain models to provide in a documentation document for team members and the product owner.
- Handled POST and GET HTTP requests and responses to their appropriate callers.

VOLUNTEERING

Computer Science Class visits, Gananda HS —January 2022
- Visited different Computer Science and Cyber Security classes to encourage and give insight into going into a career regarding IT/Computer Science.