Nathan Wang

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EXPERIENCE

T-MOBILE | DEVOPS INTERN

May 2022 - Aug. 2022 | T-Mobile HQ, Bellevue, WA

- Designed and developed a Production level logging system for legacy builds
- Worked with Docker to simulate cloud-native applications
- Created an ELK stack to visualize and parse data
- Developed an alert system using Grafana

CARMAX | Systems Integration Intern

June 2021 - Aug. 2021 | Remote

- Built a resilient, end-to-end application ready for production.
- Developed a data analysis dashboard using React.js.
- Implemented a backend for frontend layer using C#.
- Set up an Azure Pipeline to help manage the dashboard.
- Learned better debugging conventions and best practices for writing enterprise-quality code.

BIOTELEMETRY, INC. | DATA SCIENCE INTERN

July 2020 - Dec. 2020 | Remote

- Worked with cross-compilers to send and receive generated signals between multiple hardware devices.
- Developed a program that compiles and analyzes input data using Python.

GEORGIA TECH | TEACHING ASSISTANT

ENGINEERING SOFTWARE DESIGN

Aug 2021 - Jan 2022 | Atlanta, GA

- Taught students how to write clear, concise, industry-level code with acceptable documentation standards.
- Led undergraduate teaching assistants in hosting office hours and review sessions to address concerns and solidify knowledge in concepts learned in class.
- Further broadened my capabilities in C++ and embedded systems.

PROGRAMMING WITH HARDWARE AND SOFTWARE SYSTEMS Jan 2020 - May 2021 | Atlanta, GA

- Assisted students with their work and concerns pertaining to MIPS Assembly and C software along with mBed hardware.
- Coordinated with fellow teaching assistants to host review sessions to facilitate learning among students.
- Further expanded my knowledge on C/C++ and MIPS Assembly.

PROJECTS

CARMAX INNOVATION GARAGE | FINALIST

July 2021 - Aug. 2021 | Remote

- Developed a web crawler using Puppeteer.
- Created an Azure Pipeline to host the crawler and store data.
- Designed a web extension to host data comparison.
- Improved upon knowledge on web scraping and Azure cloud computing.

EDUCATION

GEORGIA TECH

BSMS IN COMPUTER ENGINEERING WITH A MINOR IN ARTIFICIAL INTELLIGENCE Expected May 2023 | Atlanta, GA **Faculty Honors** (Fall 2018, Spring 2021, Fall 2021) Dean's List (Spring 2019, Fall 2019, Spring 2020) Cum. GPA: 3.88 / 4.0

SKILLS

PROGRAMMING

3+ years:

Python • C/C++ • Java • Command Line 1+ years:

Matlab • VHDL • MIPS Assembly • C# Others:

JavaScript • HTML • CSS • Node • React

SOFTWARE

Git/Github • Android Studio • Linux UNIX • Windows • Photoshop Inventor • Quartus II • VS/VS Code

HARDWARE/TOOLS

Raspberry Pi • mBed • Lathe • Drill Press Resin/3D Printer • Soldering Iron

LANGUAGES

English (Native) • Chinese (Fluent) • Spanish (Conversational)

SOFT SKILLS

Teaching • Teambuilding • Leadership

COURSEWORK

HIGHLIGHTED COURSEWORK

Digital Systems Design • Programming with Hardware and Software Systems • Signals and Systems Advanced Computer Architecture • Data Structures and Algorithms • Circuit Analysis • Cloud Computing • Intro to Artificial Intelligence

ORGANIZATIONS

IEEE Eta Kappa Nu (HKN)

LINKS

LinkedIn:// nathanwang-gt Website: Nathan's Website