

Nathan Benayguev

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EDUCATION

York University

Honors BSc in Computer Science, GPA: **3.82/4.0** | **Lassonde Dean's Scholar** (2022-Current)

Expected Apr 2027

Toronto, ON

TECHNICAL SKILLS

Languages: Java, C, C#, C++, Python, PostgreSQL, HTML, CSS, JavaScript, TypeScript, Assembly, XML

Frameworks & Tools: React JS, Node JS, JUnit, Git, GitHub

Relevant Coursework: Computer Organization, Data Structures and Algorithms, Advanced O.O.Programming

EXPERIENCE

Software Developer/IT Analyst | *ReactJS, SEO, Google Analytics, HotJar*

May 2024 – Aug 2024

Air Point

Toronto, ON

- Engineered a **comprehensive** React JS website with **responsive design**, implementing advanced **SEO strategies** and performance tracking
- Incorporated a multitude of features and pages to create a deep, effective **XML sitemap** connecting customers to all services offered
- Developed an internal company blog system, driving a **27% increase** in organic growth and user clicks, while ensuring effective management and version control of **technical documentation**
- Optimized SEO using KPIs, Google Analytics, and Hotjar, improving Google My Business page **local SEO performance** by **16%**, leveraging technical insights to enhance digital presence
- Collaborated with a cross-functional team to develop a scalable web platform, emphasizing **agile methodologies** promoting openness to criticism and **effective communication**

Full-Stack Software Development Intern | *React JS, MailGun, Papa Parse, GitHub*

June 2023 – Aug 2023

Shiny Clean Detailing

King City, ON

- Created a **dynamic, mobile-responsive** website using React JS, implementing advanced front-end techniques to achieve a **40% increase** in mobile user engagement
- Engineered a **flexible API architecture** using Node.js and Express, integrating MailGun for automated email services and developing a **custom data pipeline** with Papa Parse for real-time service quote generation
- Promoted problem solving through coding a **RESTful backend service** handling concurrent user requests, implementing caching strategies and data validation, resulting in **30% faster** quote processing times
- Implemented **CI/CD pipeline** using GitHub Actions, automating deployment processes, reducing manual deployment time by **80%**, enhancing the **software development life cycle**

PROJECTS

AI Tutor Assistant | *Open AI, Java Spring Boot, PostgreSQL, REST APIs, Postman*

Jan 2025 – Feb 2025

- Engineered a **full-stack** tutoring management system using **React and Spring Boot**, implementing role-based access control and real-time **data synchronization** to support concurrent user sessions for 50+ tutors and students
- Designed and implemented **optimized indexing algorithms** to solve problems related to database performance, reducing time from **O(n)** to **O(log n)**, enhancing scalability for large datasets
- Built a customer-facing React dashboard with Tailwind CSS that visualizes **student performance metrics** and **learning patterns**, enabling data-driven decision making and **personalized learning path** optimization
- Implemented a **PostgreSQL database** schema supporting **complex relationships** between students, tutors, assignments and lessons while maintaining **ACID compliance** and data integrity at scale

False Alarm | *C#, Monogame/XNA, React, Object-Oriented Design*

Feb 2022 – Jun 2022

- Developed a **physics-based racing game** using **MonoGame/XNA** and C#, featuring a **React-based distribution platform** and procedural road generation through custom linked list queues
- Implemented **polymorphic AI systems** for diverse vehicle behaviors, **persistent data storage** for achievements/scores, and adaptive difficulty scaling, leading to **1000+ downloads** with 4.5-star rating
- Architected modular vehicle systems using **OOP principles**, incorporating realistic physics (drag, Ackermann steering, gearbox shifting) and **gamepad input handling**