

# Nathan Allen

nathancallen.github.io

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## EDUCATION

**Tufts University, Medford, MA**

Bachelor of Science in Computer Science, Bachelor of Arts in Physics: May 2019

GPA: 3.28

**Relevant Courses:** Data Structures, General Physics: Mechanics and Electricity, and Magnetism, Calculus II and III, Anthropology of Dungeons and Dragons, Machine Structure and Programming, Discrete Math

**Spring 2017:** Algorithms, Web Programming, Electronics

## SKILLS

- Programming Languages:
  - C, C++, C#, Java, Python, HTML, CSS, Javascript
- Other:
  - Unity, Git, Unix, Google Drive, Microsoft Office, L<sup>A</sup>T<sub>E</sub>X, Eclipse

## EXPERIENCE

**Tufts CS Dept.** *Comp 40 (Machine Structure and Programming) TA* 1/2017 - Present

Lead students in labs, reinforcing concepts taught in class.

Help students develop the tools to find and fix bugs in their code.

**Tufts Physics Dept.** *Assistant to the Lab Coordinator* 9/2015 - 12/2016

Set up labs for department classes

Set up computers for lab rooms, installing software and connecting them to the network.

## HONORS

- Tufts University Dean's List *Spring, Fall 2016*

## PROJECTS

**boggle** Wrote a C++ program that finds and prints all words on a Boggle board

**King's Tourney** Designed and wrote a simple turn-based combat game in C++.

**Dewick Nutrition** Designed and coded a web application that retrieves nutrition info for Dewick Hall's dining options, then calculates a daily meal plan (Polyhack 2016)

**Light Cycles** Designed and coded a web game in Phaser2d and Socket.io with a login system and online matchmaking. <https://light-cycles.herokuapp.com>

## INTERESTS

- Programming, Game Design, Worldbuilding, Percussion, UI, Web Development