

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
- Platforms:
 - Unity, Git, Unix, Google Drive, Microsoft Office, L^AT_EX, 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 - Present

Set up labs for department classes

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

Tufts University Biophysics Lab *Research Assistant* 1/2016 - 8/2016

Scanned nano-scale objects using an Atomic Force Microscope

HONORS

- Tufts University Dean's List *Spring, Fall 2016*
- National Honor's Society, Norwood Chapter *Fall 2013 - Spring 2015*

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)

INTERESTS

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