

# Nathan Allen

<https://nathancallen.github.io/Extended-Resume/>

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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:
  - Assembly, C, C++, C#, Java, Python, HTML, CSS
- Platforms:
  - 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 - 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

**Untitled Unity Project** Design a simple adventure game coded 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