

Nathan Jesudason

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Education

Oregon State University, Honors Bachelor of Science Computer Science Expected Spring 2023
Computer Systems Option, GPA 3.9

Computer Science Projects

OSURC Underwater Robotics

February 2020

- Developed a network-based messaging protocol using UDP for Jetson in Python
- Implemented dashboard in Python for joystick inputs.

Game Jam Entries

June 2019

- Collaborated with other game developers and alone
- Developed video games in Unity using C#

Autonomous ROV Navigation Solution

February 2019

- Used I2C protocol to handle 5 ultrasonic sensors with moving average measurements
- Developed in Arduino C

Personal Website

February 2019

- Developed website without template using CSS and HTML
- Updated and improved continually

Web Scraper

November 2018

- Implemented conditionals, loops, and exception catching
 - Developed in Python
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Leadership, Work, and Volunteer Experience

Undergraduate Research for Medical Surge Project

Current

Oregon State University, Corvallis, OR

- Compared effectiveness of NLP transformers
- Wrote code for NLP labeling task in Python with sklearn

Part-Time Cashier at Gold Key Valet

June 2019 – Sept 2020

PDX International Airport

- Provided customer service, including over the phone
- Maintained database to ensure proper workflow

Team Captain/Project Manager of HS Robotics Team Pigmice

Sept 2015 – May 2019

Cleveland HS, Portland, OR

- Represented team at public competitions, which won the engineering inspiration award in 2018
- Responsible for risk management, problem solving
- Wrote business plan, which won the entrepreneurship award twice