Nathan Jesudason

(503) 887-3925 | nathan.jesudason@gmail.com, jesudasn@oregonstate.edu
github.com/nathanjesudason | nathanjesudason.github.io | nathanjesudason.itch.io

---

Computer Science Projects

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

- Implemented I2C protocol to handle 5 ultrasonic sensors
- 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

Invention Bootcamp   June 2017
Portland State University

- Designed and built a water spraying alarm in a team using Arduino
- Programmed a state machine for alarm water gun project using Arduino C

Experience

Part-Time Cashier at Gold Key Valet   June 2019
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

Free Geek Volunteering   July 2018
Portland, OR

- Volunteered to assist with inventorying

Education

Oregon State University, Honors Bachelor of Science Computer Science   Fall 2019 - June 2023
Computer Systems Option, GPA 3.9