

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

Game Jam Entries	June 2019
<ul style="list-style-type: none">• Collaborated with other game developers and alone• Developed video games in Unity using C#	
Autonomous ROV Navigation Solution	February 2019
<ul style="list-style-type: none">• Implemented I2C protocol to handle 5 ultrasonic sensors• Developed in Arduino C	
Personal Website	February 2019
<ul style="list-style-type: none">• Developed website without template using CSS and HTML• Updated and improved continually	
Web Scraper	November 2018
<ul style="list-style-type: none">• Implemented conditionals, loops, and exception catching• Developed in Python	
Invention Bootcamp	June 2017
<i>Portland State University</i> <ul style="list-style-type: none">• 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
<i>PDX International Airport</i> <ul style="list-style-type: none">• 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
<i>Cleveland HS, Portland, OR</i> <ul style="list-style-type: none">• 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
<i>Portland, OR</i> <ul style="list-style-type: none">• Volunteered to assist with inventorying computer parts	