Nathan Jewell

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Education

Oregon State University Honors, B.S. in Computer Science (June 2020), GPA - 3.9

Coursework in: Data Structures, Software Engineering, Algorithms

Woodrow Wilson High School, Portland, Oregon (June 2017), GPA - 4.1

Experience

Technical Lead & Backend Engineer, ShoeBio Inc. (Apr 2018 – May 2019)

- Led 4-person team – hiring, delegating, managing, and budgeting
- Implemented containerized data generation with **Docker** and **AWS CloudFormation**
- Wrote scalable microservices to support our data pipeline
- Setup deploy scripts and testing in **Node.js** and **Python** environments
- Developed non-relational database schema using **DynamoDB**
- Built **RESTful API** from ground up on **Serverless AWS** stack with **TypeScript**

Software Engineer Intern, Cascade Custom Software (Jul – Sep 2017)

- Worked closely with client to implement new features on their internal sales tool
- Practiced **continuous integration** and **agile** workflow for clean production code
- Wrote features on a full stack using **JavaScript, C#** and, **SQL**

Contracted Frontend Programmer, Portland State U. Math Dept. (Dec 2016 – Jun 2018) intermittent

- Collaborated with a grad student and professor to develop online educational tools
- Implemented features and design specifications using **JavaScript**
- Available @ *abstractalgebraproject.github.io/LearningApp/*

Cloud Infrastructure Intern, Intel Corporation (Summer 2015)

- Worked with command line tools, **Python, agile** development, virtualization, and **Linux**
- Created a plugin creation API for an open-source telemetry framework called Snap
- Wrote patch for the open source project OpenStack

Skills

- **Object Oriented Programming** – 6 years of experience
- **Communication** – Concise, professional, informative
- **Git** – Near-daily user for 4 years
- **Many Languages** – Fluidity in Python, C/C++, JavaScript (and variants), and more
- **Additional Strengths**: NodeJS, IaaS/IaC, Cloud Architecture**,** Vim, Linux, Windows, API Design, ROS

Projects and Distinctions

- F1Tenth Autonomous Racing (class/research): Implementation, Tuning, Custom reachability w/ HYLAA
  - Team won at end of term competition for class.
  - Honors thesis in progress: Performance Analysis of Autonomous Racing Pipeline
- 3D N-Body simulation, Parallelized with CUDA
- Game engine in C++ - *github.com/NFTIPF/Engine*
- Custom Sound-Responsive LED-Strip (Python, Raspberry Pi)
- Oregon Game Project Challenge Programming Award (2015)