

# Nathaniel Koehler

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## Education

**Georgia Institute of Technology** | Atlanta, GA  
Bachelor of Science in Computer Science, GPA 4.00

August 2020 - May 2024  
Faculty Honors, Dean's List

## Experience

*Civic Digital Experience Inc.*

January 2023 – Present

Software Engineer Intern

Atlanta, Georgia

- Building a **React.js** component library to reduce page development time and adhere to **Material Design Principles**
- Developing and maintaining website and tablet pages for an Administrator Panel within a 6-month client project
- Integrating and developing **API endpoints** to connect the front-end **React.js** application with **Azure SQL Databases**

*NCR Corporation*

May 2022 – August 2022

Software Engineer Intern & UI Designer

Atlanta, Georgia

- Led development of 2 **React.js** based interactive demos for the Aloha Cloud POS on NCR's product pages
- Made Figma UX docs and JS coding the order & payment flow of restaurant service for the Aloha Cloud POS demo
- Developed 3 pages for Retail Catalog UI within **React.js**, building the login/logout module, and **Postman API** testing

*Defynance*

May 2022 – December 2022

Software Engineer Intern

Atlanta, Georgia

- Pitched **Figma** UX flows and building 5 **HubL templates** within code for the main site webpage and side-pages
- Used **JavaScript** and **REST API** in a 2-month project connecting front-facing customer forms to HubSpot CRM
- **Photoshop graphic design** for company social media posts within Instagram, LinkedIn, etc.

*Georgia Tech School of Mathematics*

January 2022 – May 2022

UX Web Developer

Atlanta, Georgia

- User interface design and front-end **HTML5 + SCSS** for spring 2022/2023 School of Mathematics webpage
- Created and integrated 30+ page templates using **Figma** into Georgia Tech marketing and branding
- Designed 20+ spread-layouts within **InDesign** and visual assets within **Photoshop** for the Proofreader magazine

## Projects

**Slider Game Software Engineer** | C#, Unity, Photoshop

January 2022 – Present

- Design/Implementation for Unity game assets in Slider, **Independent Game Awards' Best Student Game of 2023**
- C# games programming within 3-week agile-scrum sprints and creating 10+ level and UI assets within **Photoshop**

**Empathy Bytes VIP Program** | Figma, Adobe XD

August 2021 – December 2021

- User experience-focused web interaction design within **Adobe XD**, integration into 5 live Georgia Tech webpages
- Creating weekly mockups of new web features using **Figma** and assisted in running monthly design workshops

**Ireti VR Short Film Software Engineer** | C#, Unity AR/VR, Autodesk Maya

January 2021 – August 2021

- Visual and UX design within VR team for 20+ DepthKit volumetric 3D environments in the production of a Unity film
- Editing models and animations through **Blender** and **Maya**, developing software plugins through C# for **Unity 3D**

## Organizations

**GT Augmented Environments Lab** | AR Researcher (Software Engineer)

January 2022 – Present

- UI development with **Vue.js** and **AR/VR** User Experience design with Spoke, designing 3 virtual AR environments
- Collecting user feedback and VR research to tailor an interactive user experience, increasing retention by over 30%

**Georgia Tech Video Game Development (VGDev)** | Software Engineer

August 2021 – Present

- Mentoring club members in **Unity 3D** and C#, working with developers in the Georgia Game Developers Association

## Awards & Certifications

**VGDev DeLeonic Award** – Awarded for software/design on Slider (IGF 2023 **Best Student Game Winner**) – April 2022

**HubSpot CRM Certification** – Certification in HubL software development and the **HubSpot CRM** platform – May 2022

## Skills

**Platforms:** Node.js, Azure SQL Databases, **SQLite**, AWS, WordPress

**Frameworks:** React.js, Vue.js, **Django**, **Flask**, Angular.js, Canon.js, Tailwind CSS,

**Languages:** C#, C++, C, Java, **TypeScript**, **Python**, HTML5 + SCSS, **SQL**, Chinese (Fluent)

**Technologies:** REST API (**Django + Flask**), **GitHub**, **Unity**, **Docker**, UE5, **Jira**, **Confluence**, **HubSpot CRM**

**Design:** **Adobe XD**, **Figma**, **FigJam**, **InDesign**, **Canva**, **Blender**, **Photoshop**, **Premiere**, **After Effects**, **Autodesk Maya**