Nathaniel Koehler

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Education

Georgia Institute of Technology | Atlanta, GA   *Graduating May 2025*
BS in Computer Science, Senior, GPA 4.00   **Faculty Honors, Dean's List**

Experience

Meta   *May 2024 – August 2024*
Software Engineer Intern   Menlo Park, California
- Improved companywide user-privacy compliance by spearheading the global, product-level Privacy Reports Platform
- Optimized privacy platform by precalculating core metrics within **offline data pipelines**, decreasing loads by **92%**
- Mastered React, **GraphQL**, & **PHP** as a Privacy Org fullstack intern; **ranked 2nd** in productivity out of 80+ FTE peers

Tesla   *August 2023 – December 2023*
Software Engineer Intern   Fremont, California
- Programmed **React.js Typescript** frontend to expand engineering tools across Tesla within the Apps & Tools Team
- Wrote **Django** backend, RESTful APIs, & **Python** scripts for 5 Applications to support 3 separate Tesla teams
- Led, designed & built a **Python**-backed vehicle surface quality measurement tool for the Austin Metrology Team

Comcast Corporation, Central Division   *May 2023 – August 2023*
Applications Development Intern   Atlanta, Georgia
- Developed the **Angular 2.0** web platform for 3 separate database audit tools with TypeScript & Bootstrap
- **Utilized Entity Framework, C#,** & **.NET** to construct 15+ API controllers to connect frontend to **Azure databases**
- Reduced costs by **$15,000** year on year **per support agent** in deploying **Salesforce** & **C# ASP.NET** automation tools

Civic Digital Experience Inc.   *January 2023 – May 2023*
Software Engineer Intern   Atlanta, Georgia
- Built a **React.js** component library to reduce page development time & adhere to **Material Design Principles**
- Developed 12+ website pages for an Administrator Panel within a 6-month client project
- Integrated **REST API** endpoints to connect React.js & **C# .NET** backend application with **Azure SQL Databases**

NCR Corporation   *May 2022 – August 2022*
Software Engineer & UI Design Intern   Atlanta, Georgia
- Led development of 2 **React.js** based interactive demos for the Aloha Cloud Platform on NCR's product pages
- Developed 3 pages for Retail Catalog UI within **React.js**, login/logout authentication & **Postman API** testing
- Made 6 **Figma UX** flows & JS coding the order/payment flow of restaurant service for the Aloha Cloud POS demo

Projects

Pandamensional – Cofounder | React.js, **Python (AWS SAM), DynamoDB**   *August 2022 – Present*
- Built out tech stack for a Fintech live-service tool suite with **AWS S3 + EC2**; utilizing **Django** & **Flask middleware**
- Led sprints, design & web deployment using a **Figma** & React.js, constructing API endpoints with Golang

Slider – Software Engineer | C#, **Unity**, Photoshop   *January 2022 – May 2023*
- Art/Design for Unity Engine game assets in Slider, Independent Game Awards' **Best Student Game of 2023**

Organizations

Georgia Tech Video Game Development (VGDev) | Unity Games Engineer   *August 2021 – Present*
- Mentoring club members in Unity 3D & C#, working with developers in the Georgia Game Developers Association

GT Augmented Environments Lab | AR/VR Software Researcher   *January 2022 – January 2023*
- UI development with Vue.js & AR/VR User Experience design with Spoke, designing 3 virtual AR environments
- Collected user feedback & VR research to tailor an interactive user experience, increasing retention by over 30%

Awards

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

Skills

Platforms: PostgreSQL, AWS (S3 + EC2), **Node.js**, **Azure SQL**, SQLite, GitHub
Languages: Python, C#, C++, JavaScript, C, Java, **TypeScript, SQL**, Go, Chinese (Fluent)
Frameworks: React.js, .NET, **Angular,** Entity Framework, ASP.NET, **Django**, Bootstrap, **Flask**
Technologies: AI, REST API (Django + Flask), Docker, **GitHub**, Unity, **WordPress**, **Jira,** CI/CD DevOps
Design: Figma, **Adobe XD**, Scrum, Agile Sprints, InDesign, Canva, Blender, **Photoshop**, Premiere, Autodesk Maya