

Nathaniel Koehler

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Education

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

August 2021 - May 2024
Faculty Honors, Dean's List

Experience

NCR Corporation May 2022 – August 2022
Software Engineer Intern & UI Designer Atlanta, Georgia

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

Defynance May 2022 – Present
Software Engineer Intern Atlanta, Georgia

- Pitching **Figma** UX flows and building 5 **HubL templates** within code for the main site webpage and side pages
- Using **JavaScript** and **JSON** in a 3-week middleware 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 February 2022 – October 2022
Web Developer Atlanta, Georgia

- Designing 10+ spread-layouts within **InDesign** and visual assets within Photoshop for the Proofreader magazine
- User interface design and front-end **HTML5 + CSS** for new spring 2022 School of Mathematics web pages
- Creating 30 new page templates using **Adobe XD** and integrating them into Georgia Tech marketing and branding

Empathy Bytes VIP Program August 2021 – May 2022
Undergraduate Software Engineer Atlanta, Georgia

- User experience-focused website design within **Adobe XD** and **PHP**, integration into 5 live Georgia Tech webpages
- Creating weekly mockups of features using **Figma** and vanilla JS before implementing into **WordPress** with GitHub

Projects

DRY Game Software Engineer | C++, UE5 Fall 2022

- Game **C++ programming** for inventory management in **UE5** for creating in an indie 3D horror survival puzzle game
- Implemented an awareness system for player-stalking enemy AI within Unreal Engine 5's behavior trees

Slider Game Software Engineer | C#, Unity, Photoshop Spring 2022

- Leading graphic and UI design for 2D assets and level maps for Slider, an indie title **available to demo on Steam**
- **Unity C#** scripting within agile-scrum cycles and creating 10+ level and UI assets within **Figma** and **Photoshop**

Ireti VR Short Film Software Engineer | C#, Autodesk Maya Summer 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

Augmented Environments Lab | Undergraduate AR Researcher (Software Engineer) January 2022 – Present

- UI design with **Vue.js** coding and **AR/VR** UX space development with Spoke, designing 2 virtual Mozilla hubs spaces
- Collecting user feedback and VR research to tailor an interactive user experience, increasing retention by over 30%

Georgia Tech Video Game Dev Club | Software Engineer August 2021 – Present

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

Awards & Certifications

Georgia Tech VGDev DeLeonic Award – awarded for outstanding contribution within software and design – April 2022

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

Skills

Platforms: Node.js, Linux (Ubuntu), Embedded Linux (Ubuntu)

Frameworks: React.js, Vue.js, Three.js, Canon.js, Tailwind CSS, Material UI

Languages: C++, C#, Java, Python, HTML Suite, HubL, **Chinese (Native)**, Spanish (Limited)

Technologies: GitHub, Unity, UE4 & UE5, Jira, Postman, Confluence, HubSpot CRM, Blender, Docker

Design: Adobe XD, Figma, Canva, Spoke, WordPress, Photoshop, Premiere, After Effects, InDesign, Autodesk Maya