Nathaniel Koehler

Software Developer and UI/UX Designer

✉ nathankoehle@gmail.com 📱 404.844.3517 📍 Atlanta 🗔 natekoe.com in linkedin.com/in/natekoehler

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EDUCATION

BS in Computer Science
Georgia Institute of Technology

08/2021 - 05/2024   *4.0/4.0*

Courses
- Principles of Design
- Data Structures

BS in Computer Science with Fine Arts Minor
University of Georgia

08/2020 - 05/2021   *3.9/4.0*

PROFESSIONAL EXPERIENCE

Software Developer and Marketing Intern
NCR Corporation

06/2022 - 08/2022   *Atlanta, GA*

Achievements/Tasks
- Leading the development of 2 guided interactive demos for the Aloha Cloud Point of Service on NCR's product pages
- Designing UX and programming the order and payment flow of restaurant quick service within the Aloha Cloud POS demo
- Developing 3 modules for Retail Catalog UI within React.js, including the login/logout module, and postman API testing

Contact : Stephen Myslicki - stephen.myslicki@ncr.com

Software Engineering Intern
Defynance

06/2022 - 05/2024   *Atlanta, GA*

Achievements/Tasks
- Iterating upon the UX of customers developing 5 HubL templates and modules within code for the main site page
- Research and JS programming in a 3-week middleware project connecting front-facing customer forms to HubSpot CRM
- Designing 6 Photoshop graphic design images for company social media posts including Instagram, LinkedIn, etc

Contact : Akash Sheth - aakash@defynance.com

Graphic Web Designer
Georgia Tech School of Mathematics

02/2022 - 05/2024   *Atlanta, GA*

Achievements/Tasks
- Designing 10+ spread-layouts within Indesign and visual assets in Photoshop for the Proofreader magazine.
- User interface design and front-end programming for new spring 2022 web pages on the School of Mathematics page.
- Creating 24 new page templates and integrating them into existing Georgia Tech marketing and branding.

Contact : Salvador Barone - sbarone@math.gatech.edu

SKILLS

Leadership · Collaboration · Unity · Canva · UE5 · Figma · Autodesk Maya · React.js · Vue.js · C# · C · InDesign · Photoshop · Blender · C++

PROJECTS

Slider Indie Game Artist and Designer (01/2022 - 05/2024)
- Graphic and UI design for 2D assets and level maps for Slider, a game seeking to be published on Steam Direct by summer 2022.
- Programming C# scripts within Unity along with creating 10+ graphic and UI mockups within Canva and Photoshop.

Augmented Environments Lab Dev (12/2021 - 05/2024)
- User Interface work with Vue.js programming and AR/VR space development with Spoke to design 2 virtual Mozilla hub rooms.
- Collecting user feedback and VR research to tailor a seamless and interactive user experience to increase retention by over 30%.

Empathy Bytes Web Developer (01/2022 - 05/2024)
- User experience-focused website design within Adobe XD and PHP and integration into 5 live Georgia Tech webpages.
- Keeping up with weekly mockups of new features using Figma and vanilla JS before implementing changes into WordPress with Github.

Ireti VR Short Film UX Designer (09/2021 - 05/2024)
- Visual and interaction design within the Virtual-Reality team for 20+ scenes within the production of a student-made short film.
- Editing models and animations through Blender and Autodesk Maya, developing software plugins through C# for Unity 3D.

ORGANIZATIONS

Georgia Tech Video Game Dev Club (08/2021 - 05/2024)
2D/3D Artist and Games Programmer

Society for Students in Animation (08/2020 - 05/2021)
2D/3D Junior Artist and Designer

AWARDS

Faculty Honors at Georgia Tech (12/2021 - 05/2024)

Georgia Tech VGDev DeLeonic Award (05/2022)

LANGUAGES

Chinese
Native or Bilingual Proficiency

Spanish
Professional Working Proficiency