Nathaniel Koehler

(404) 844-3517 | nkoehler3@gatech.edu | https://www.natekoe.com/ | U.S. Citizen | linkedin.com/in/natekoehler/

Education

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

Experience

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 Kivy GUI tool for the Metrology team related to vehicle surface quality

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 support agent costs by $15,000 year to year through building & deploying 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 – Startup Cofounder | React.js, **Golang, AWS**   *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
- C# games programming within 3-week agile-scrum sprints & creating 10+ level & UI assets within Photoshop

Ireti VR Short Film – VFX Engineer | C#, **Unity AR/VR**, Autodesk Maya   *January 2021 – August 2021*
- Visual & UX design within VR team for 20+ DepthKit volumetric 3D environments in the production of a Unity film
- Editing models & animations through Blender & Maya, developing C# software plugins for Unity 3D

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 & 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 & the **HubSpot CRM** platform   – June 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