

Nathaniel Koehler

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Education

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

Graduating May 2025
Faculty Honors, Dean's List

Experience

Tesla *August 2023 – Present*
Software Engineer Intern *Fremont, California*

- Programming 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*

- Developing the Angular 2.0 web platform for 3 separate database audit tools with TypeScript & Bootstrap
- Utilizing Entity Framework, C#, & .NET to construct 20+ API models (MVC) to connect frontend to Azure databases
- Reducing 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*

- Building a React.js component library to reduce page development time & adhere to Material Design Principles
- Developing 12+ website pages for an Administrator Panel within a 6-month client project
- Integrating 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

Pandimensional – Startup Cofounder | React.js, Golang, AWS *August 2022 – August 2023*

- Building out tech stack for a Fintech live-service tool suite with AWS S3 + EC2; utilizing Django & Flask middleware
- Leading 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
- Collecting 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