

# Nathaniel Koehler

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## Education

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

August 2020 - May 2024  
Faculty Honors, Dean's List

## Experience

*Civic Digital Experience Inc.*

January 2023 – Present

Software Engineer Intern

Atlanta, Georgia

- Building a **React.js** component library to reduce page development time and adhere to **Material Design Principles**
- Developing and maintaining website and tablet pages for an Administrator Panel within a 6-month client project
- Developing and integrating various API endpoints to connect the front-end **React.js** application with **SQL** databases

*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 – December 2022

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

## 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#, Unity AR/VR, 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 + SCSS, SQL, 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