

Education

Lincoln, NE	University of Nebraska Lincoln	Aug 2019-May 2023
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- **Major:** Software Engineering (Overall GPA: 3.96)
- **Minor:** Mathematics
- **Coursework:** Software Architecture and Design, Requirements Engineering, Data Modeling, Testing and Analysis, Maintenance, Human Factors, Mentoring and Leadership, Technical Communication.
- **Clubs and Activities:** Game Development Club: Team Lead, Cornhacks 2020 Hackathon
- **Personal/Achievements:** Eagle Scout (Gold and Bronze Palms), UNL Dean's List four times, Tau Beta Pi

Employment

Chief Technology Officer	BitVerify	Dec 2021-Present
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A start-up that provides individuals access to financial services through banks using crypto. www.bitverify.net

- Bringing my skills and knowledge in multiple web technologies and leveraging my experience in my own company and large to small software teams.

Raikes Design Studio	Fiserv	Aug 2021-Present
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Provide an intuitive, valuable mobile experience that efficiently delivers Fiserv insights to bank executives' pockets.

- Utilizing my years of knowledge and skills in mobile app development to build a unique and intuitive mobile experience for bank executives.
- Working on a small team developing in six releases over the course of two semesters. Working in an agile environment with daily standups, story mapping, retrospectives, and weekly sponsor meetings.

Research	University of Nebraska Lincoln	Aug 2021-Present
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Undergraduate Student Working on Cyber Security in Software for the Federal Government.

- Leveraging my skills and knowledge with the Compiler, Assembly, C, and C++.

Software Engineer Intern	Nelnet	May 2021-Sep 2021
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Campus Key Team: Integrating Realtime Chat for both Students and Classes.

- Full-stack developer.
- Built a prototype chat app that utilizes Firebase Database, Auth, Functions, FCM; Kotlin, and Android that allows students to communicate, create groups, and join class chats.
- Agile development environment working with the team to deliver progress updates in sprints with demos, presentations, and releases.

Software Engineer Intern	Firespring	May 2019-Jul 2020
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St. Baldrick's (<https://www.stbaldricks.org/>): Nonprofit organization fighting childhood cancer.

- Full-stack production developer.
- Utilized my hard work ethic to learn Git, Ruby on Rails, PHP, and development tools to release production code in under a month.
- Worked in an Agile environment and team to release code in sprints, communicated with a team to resolve roadblocks, and worked in a large codebase utilizing several languages and technologies.

Undergraduate Teaching Assistant for Software, Science, and Engineering Courses

- SOFT 160: Common tools and techniques for developing, analyzing, testing, debugging, and managing software and software-related artifacts.
- SOFT 161: Topics include advanced data structure, persistent data storage, object-oriented programming, and techniques for testing complex software systems.
- SOFT 260: Advanced data structures and their associated algorithms for solving computational problems. Techniques for systematically specifying, managing, and analyzing software requirements, and for managing software change and working effectively in teams.
- CSCE 231: Introduction to organization, structure, and applications of computer systems. Boolean Logic, Digital Arithmetic, Processor Organization, C Programming, Machine Language Programming, Input/Output, Memory Organization and Management, Building Embedded System Application.

Software Projects

Websites: github.com/nathankolbas (personal projects), simplycomplexapps.com (Simply Complex Apps applications)

Tell Me – Text to Speech

- Built under Simply Complex Apps and released on the Google Play Store with over 500,000 downloads.
- Utilized Android material design and Java.

Random Notification Sounds

- Built under Simply Complex Apps and released on the Google Play Store.
- Utilized Android material design and Java.

Food Toxicity Scanner

- Originally developed during the 2020 Cornhacks.
- Rebuilt from the ground up with fully working frontend and backend in under one week.
- Utilized my skills in Flutter/Dart, Ruby on Rails, and Postgres.

UNL Software Engineering Discord Bot

- Built to notify the 2019 software engineering cohort about upcoming assignments.
- Utilized my skills in Ruby, networking, and Windows to retrieve upcoming assignments from the Canvas API. Using the Discord API, students are then notified. If an error occurs, I am then notified via Slack.

Skills

Software: (Expert): Ruby, Rails, Python, Java, Kotlin, Flutter/Dart, C, C++, Assembly, Android, Web Development, Agile, Firebase, Networking, Unix, Windows, VirtualBox, Git. (Advanced): JavaScript, MySQL, Postgres, GraphQL, Cucumber, Docker. (Intermediate): PHP, Perl, AWS.