Nathan Marsee   (425) 443-2158   natemarsee@icloud.com

Education:

Eastern Washington University   04/2022 – Present
- 3.75 GPA (current institutional cumulative)
- 134 credits total (99 transfer, 35 EWU)
- Pursuing bachelor's degree in Computer Science
- Major classes: Digital Circuits, Object Oriented Programming, Computer and Information Security, Emergent Design (Game Design)

Western Washington University   08/2020 – 12/2021
- 3.54 GPA (cumulative)
- Major classes: Computer Programming (Java), Linear Algebra, Statistics, Computer Systems (memory and optimization), Data Structures, Functional Programming

Lindbergh High School   08/2016 - 06/2020
- 3.91 GPA (cumulative)
- Major classes: HTML & CSS, AP Computer Science, Cyber Security

Relevant Professional Experience:

<u>Intern</u> - *UW Medicine Department of Ophthalmology*   07/2019 - 09/2019
- Design and develop eye-testing software (video game) using VR technology
- Populate image database for Machine Learning
- Observe and support ophthalmologists at Harborview Medical Center

Professional Skills:
- Programming languages: Java, C#, C, HTML, CSS, some Assembly and Racket
- Microsoft Office certifications: Word, PowerPoint, Excel
- Development tools: Visual Studio, IntelliJ, GitHub, Unity
- Image editing tools: Adobe Photoshop, Affinity Photo
- Operating Systems: Windows, Mac, Linux

Academic Achievements:
- 6 AP classes (Award: AP Scholar with Distinction)
- SAT score of 1430 (98th percentile)
- Honors college at Western Washington University

Extracurricular achievements & activities:
- 1st place: 2018 Puget Sound Region FBLA - <u>Introduction to IT</u>
- 2nd place: 2018 Puget Sound Region FBLA - <u>Computer Applications</u>

Creative pursuits:
- Modified the code and assets of many video games (console and PC)
- Developing multiple personal original game projects using Unity
- Designed and fabricated multiple professional-quality physical games & pieces