Nathan Patzer

Software Developer

✉ nate.patzer@gmail.com
📞 (952) 451-5664
📍 St. Paul, MN
in linkedin.com/in/nathanpatzer

EDUCATION

B.S.

Computer Science

University of Minnesota Duluth

📅 September 2018 - May 2022

📍 Duluth, MN

SKILLS

C++

Python

SQL (SSMS)

Java

Agile Development

Git

HTML/CSS

OOP

Rust

WORK EXPERIENCE

Systems Analyst

CBRE

📅 January 2022 - current   📍 Bloomington, MN

- Maintained and managed multiple SQL databases using SQL, SSMS, and MongoDB
- Responded to customer support tickets related to the software CBRE uses utilizing Python and VBA when needed.
- Lead the development of various automation scripts utilizing Python.
- Collaborated daily with the Systems team and other teams within CBRE.

Systems Intern

CBRE

📅 June 2021 - August 2021   📍 Bloomington, MN

- Learned about the development lifecycle aswell as gaining professional experience utilizing SQL and Python.
- Worked with senior members of the Systems team to upgrade existing software used by CBRE
- Gained useful knowledge on collaborating with Senior members by asking questions and learning from more experienced members.

Projects

RustRayTracer

🐙 github.com/NathanPatzer/RustRayTracer

- Built a raytracer from scratch using the Rust programming language.
- Can generate realistic looking 3D scenes with meshes loaded in by OBJ.
- Performance enhanced by using a bounding volume hierarchy and multithreading.

Personal Website

🐙 github.com/NathanPatzer/portfoliosite

- A website built using the React framework that showcases various projects and information about me.
- Site is managed by Github utlizing Vercel to host.
- https://nathan-patzer.vercel.app/