


Nathan Souphanthong

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Projects

Folder Hierarchy Simulator

Nov. 2019

Java

- Created a **unique data-structure** made of queues and linked-lists to mimick computer folder/file hierarchy
- Developed **search algorithms** based off binary trees to allow user to access objects of encapsulated attributes

Assessment Assistant

Dec. 2019

Java

- Constructed a test generation software that utilized **object oriented principles** to provide teachers with an efficient way to store questions and customize tests
- Applied **software design process**, data structures, algorithms, API and version control (GitHub)

Jetpack Adventure (2D Scroller)

Jan. 2019

Python

- Designed an interactive 2D scroller game using knowledge of collisions, graphics, audio and functions
- Incorporated **functional UI** for players to purchase cosmetic items from a shop, and customize character appearance

Experience

Sales/Logistics Associate

Jan. 2017 - Sep. 2019

Social Coffee and Tea Company

- Implemented ShipStation software to **improve efficiency of supply chain by 10%** for outgoing orders and shipping logistics
- Expanded consumer reach by integrating best-selling products onto Wordpress website

Head of Tournaments

July 2019 - June 2020

Richmond Hill High School Athletic Council

- Received high evaluations from coaches for teaching and managing a group of **50 individuals**
- Communicated with over **1000 students and teachers** to coordinate basketball and volleyball tournaments as well as charity events

Skills

Languages

Java

Python

C/C++

HTML

CSS

MATLAB

Tools

Microsoft Office

Solidworks

Xcode

Overleaf

VS Code

Eclipse

Windows

Github

Education

University of Waterloo

Systems Design Engineering

Candidate for Bachelor of Applied Science - BASc.
(2020- 2025)

Entrance Average: 95.3%

Passions

Hockey coaching

Running

Ultimate Frisbee

Basketball

Mentoring youth

Car restoration