

Nathaniel Hill

nathanielhill@utexas.edu

+1 (512) 537-4528



UT Austin '18 BS { Physics
Comp Sci

ACC '17 AS Economics
TSTC '13 AS Engineering



Senior Full Stack Engineer

06/18 – PRESENT

Network Leader

Development of offline-first PWA as lead engineer for leadership consulting startup. Built serverless docker cloud infrastructure with CI/CD pipeline. Implemented backend with Node, Mongo, and GraphQL. Developing real-time front-end with React, Redux Saga, D3, and Next.js.

Software Engineer

06/16 – 03/18

Space & Geophysics Laboratory

Maintenance, integration and testing of 500 k-sloc codebase for monitoring GPS satellites. Developed Python bindings for C++ core library and support for new satellite constellations. Built reactive web apps for ionosphere visualization with Node, React, Redux, and D3.

Software Engineer

08/14 – 05/16

Center for Nonlinear Dynamics

Investigation of biological systems beyond the diffraction limit using advanced microscopy. Design and analysis of experiments using LabVIEW, Mathematica and Python. Built REST API with Django for experimental data and a responsive front-end with Meteor & React.

Engineering Consultant

06/14 – 05/16

Fidelis Innovation

Consulting in material design, process design, structural engineering, documentation and vendor management. Applied composite materials, light metal alloys and highly engineered content goods to ecological and performance market niches.

Prototype Engineer

02/15 – 06/15

Applied Physical Electronics

Engineering compact, deployable, electromagnetic, pulsed-power warfare tools to US military and defense market. Developed closed-loop process involving rapid prototype design, fabrication, inspection and testing of current-injection systems.

Metrology Engineer

12/13 – 05/14

Flextronics International

Production ramp-up of Apple product line. Programmed metrology lab equipment for dimensional inspection to GD&T specifications and process capability studies. Implemented process improvements to eliminate waste, reduce cycle times and improve quality.