Nathaniel M. Rose

Oakland, CA 94607
Cell: (424)-245-5769
Email: rose.nathanielm@gmail.edu

Accomplished and motivated developer interested in advancing computational systems and building solutions that enable all people.

Education:

Syracuse University
L.C. Smith College of Engineering and Computer Science
Bachelor of Science; May 2014
Major: Computer Engineering
Minor: Information Technology, Design and Startups

Skills:

Development Skills:	**Languages:** C, C++, C# Java, JavaScript, XAML, Python, Logic, x86 Assembly, VHDL, SQL, PHP, R **Frameworks:** .NET 4.5+ 4.6, YARP, NACHOS, Motorola Freescale, AllJoyn, Jekyll **Web Dev:** HTML5, XML, Signal R, ASP.NET, Node.JS, Angular JS, Bootstrap, MEAN Stack **Cloud:** IaaS, PaaS, SaaS, Azure, IoT Hubs, Nitrogen.IO, LAMP Stack, DevOps, ML, DevOps, Docker, Kubernates, RabbitMQ, Data Wrangling, Microservices, Azure Service Fabric
Software:	MultiSim, JGrasp , Maple 15, Finale, Pro Tools 9, Adobe Photoshop, Adobe Dreamweaver, MS Sharepoint, ISpace, Dashworks, MiK TeX, Fruity Loops, Serato, Robo Lab, Android Studio
Other:	iCUB, Building/ Customizing CPUs, PC Threat Security, Tech Excel, Digital Circuitry, EEG Headsets, Kinect, Muse, Public Speaking, Event Planning, 12 Years Music Experience, Steaks

Professional Work Experience:

07/17-Present **Microsoft Corp.** **San Francisco, CA**
SDE II

- Commercial Software Developer for partnered Microsoft cloud enterprise customers.
- Focused on high scale data, containerization, cloud orchestration and data wrangling.
- Still figuring out my new position, check back in with me later! 😎

07/14-06/17 **Microsoft Corp.** **San Francisco, CA**
Technical Evangelist

- Certified Microsoft Azure Solutions Architect (MCSD): License 11730319
- Architected IaaS/PaaS solutions in Microsoft Azure allowing net new companies and startups to expand cloud capabilities
- Worked with SF developer community in building projects that further the IoT, NeuroTech, and Data Science fields

07/13-08/13 **Italian Institute of Technology** **Genoa, IT**
iCUB Summer School Participant

- Introduced to basic A.I. and robotic engineering fundamentals including motor control, and neural networks
- Designed over 1200 lines of code using C++ that was used to study humanoid predictive rewards and functionality
- Studied emerging research in robotics such as visual recognition pipelines, tactile servoing, optimization and more

06/12-09/12 **JP Morgan Chase & Co.** **Jersey City, NJ**
Global Corporate Technology Infrastructure Intern

- Aided in the distribution of the Windows 7 operating system for 250,000 worldwide machines
- Used multiple skills to improve WebPages that displayed the progress of the distribution using HTML and XML
- Created training course curriculums using SCORM Conformant Content for team members

09/10-08/11 **Le Moyne College** **Syracuse, NY**
Information and Technology Consultant

- Learned to troubleshoot Laptops and Desktops for a College Campus of 5,000 students
- Repaired laptops, and tablets using Virus Remediation and System recovery and Re-Imaging
- Handled campus networking issues remotely on a Datatel system and Oracle database

Project Work:

A.I. Predictive Reward Research (2014-Present)

- In this study, the team will model the production and inhibition of dopamine signals used in the human brain to train an artificial neural network programmed into a humanoid robot. My contributions to this project will be the creation of a 2-class decision tree model that simulates dopamine receptors when a task is accomplished by the humanoid machine.

Kinect-Kannon (2014)

- The Kinect Kannon is a semi-autonomous robotic T-Shirt launcher that is augmented by Kinect for Windows. It fires by opening a valve releasing approximately 100 PSI of Carbon Dioxide.

Troll Bridge (2015)

- Troll Bridge is an authentication Token service built for Microsoft Azure and IoT Devices. The service uses a Database to map authorized devices to Azure cloud service credentials and signatures.

Project Eureka: Golf-Sense (2015-Present)

- In this project, our team uses the Muse EEG Headset to stream user brain wave data into an ML trained API that generates a brain state golfing probability. The user putts, records their drains and the application returns a probability of their next drain based on current alpha neural signal

Memberships and Organizations:

- NeuroTechx SF — Member **2015**
- TealsK12 — Volunteer Computer Science Teacher **2015**
- Collegiate Science & Technology Entry Program (CSTEP) — Alum **2011**
- Institute of Electrical and Electronic Engineers (IEEE) — Member **2011**
- National Society of Black Engineers (NSBE) — President Emeritus **2013**
- Syracuse University Rugby Football Club — Alum **2011**
- TEDx Syracuse University Planning Committee — Founder **2013**

Awards and Distinctions:

- Collegiate Science & Technology Entry Program Scholar Recipient — **May 2014**
- Louise Stokes Alliance for Minorities Program Scholar Recipient — **May 2014**
- National Society of Black Engineers BCA Scholarship — **March 2014**
- National Action Council for Minorities in Engineering Scholarship — **December 2013**

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