

NATNAEL BEREDA

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EDUCATION

Stony Brook University

Bachelor of Science in Computer Science

Stony Brook, NY

August 2019 - May 2023

- **Awards:** 2 Scholarships (Shared Prosperity & Academic Achievement), Dean's List (Term GPA of 3.5 & above)
- **Career Interests:** Software Engineering, Front-End / Back-End Developer, UI/UX Designer
- **Relevant Coursework:** Introduction to Data Science, Human-Computer Interaction, Analysis of Algorithms, Computer Security Fundamentals, Computer Networks, Data Structures, Programming Abstractions

EXPERIENCE

UniPlanet LLC

Full Stack Developer

Remote

August 2023 - Present

- **Key Technologies:** Flutter, Bloc/Cubit, Jira, Node.js, MongoDB, Git
- Leading the design and ongoing implementation of the user interface for UniPlanet's Resell Market Application, continuously refining to ensure an engaging and intuitive platform.
- Simplified code structure in UniPlanet's Resell Market Application through efficient state management using Bloc.
- Developed an automatic email notification system for user authorization, enhancing engagement and scalability to be used for various notification systems, thereby contributing to a versatile communication strategy.
- Reduced post-release issues by an expected rate of 30% by implementing Test-Driven Development for robustness.

SUNY Korea

Teaching Assistant

Incheon, Korea

February 2022 - June 2022

- Assisted in the Introduction to Object-Oriented Programming course, providing guidance to a class of 57 students.
- Held office hours 8.5 hours/week to help students with one-on-one support and answer questions about the subject.

PROJECTS

Hand Gesture Controls for YouTube Media Player

Researcher and Developer

New York, USA

April 2023 - May 2023

- **Key Technologies:** Python, OpenCV, MediaPipe, PyAutoGUI, Numpy
- Researched and Leveraged Python programming language libraries (OpenCV, MediaPipe, PyAutoGUI, Numpy) for precise gesture recognition and control of YouTube media player using image processing and deep learning models.
- Designed and implemented a user-friendly system for hand shape recognition and intuitive media control mapping.

TileSlate

Full Stack Developer

New York, USA

September 2022 - December 2022

- **Key Technologies:** React, Node.js, Express, MongoDB, Heroku, Git, Postman
- Designed and Developed a collaborative full-stack Web community for 2D game map creators, featuring tileset tools, map creating/editing capabilities, and intuitive mechanisms for finding, sharing, and rating maps.
- Implemented efficient image-saving and loading functionalities, leveraging ToastUI's Image editing and creation tools, resulting in an enhanced user experience with reduced editing time.
- Executed rigorous backend system testing with Postman and Jest for enhanced robustness and reliability.
- Designed and developed the backend system architecture and data models for efficient and scalable performance.
- Successfully migrated created projects to a MongoDB database, ensuring seamless data storage and retrieval.

Day Logger

Full Stack Developer

Incheon, Korea

May 2022 - June 2022

- **Key Technologies:** React, Node.js, Express, MongoDB, Heroku, Netlify, Git
- Developed and deployed a full-stack web application that allows users to set up a series of questions (similar to Google Forms) and log data for those questions over multiple days.
- Enhanced logged data tracking with a visual graphical progress tracker using React Recharts library.

SKILLS

Hard Skills: MERN stack (MongoDB, ExpressJS, ReactJS, NodeJS), Flutter, Java, Python, JavaScript, C, Dart, HTML, CSS, Git, Figma.