Naton Cai

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Happy Valley, Oregon | US Citizen

EDUCATION

PORTLAND STATE UNIVERSITY   *Sept 2019 – Aug 2023*
Bachelor of Science – Computer Science   *Portland, Oregon*

PORTLAND STATE UNIVERSITY   *Jan 2025 – Dec 2026*
Masters of Science – Computer Science   *Portland, Oregon*

SKILLS

Programming Languages: C, C++, C#, Java, Python, Typescript, Javascript
Frameworks: React, Node.js
Others: Godot, Vim, Visual Studio, Git, HTML, Jira, Docker, Google Cloud, Agile Development

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PROJECTS

Data Pipeline Project   *March 2025 – June 2025*

- Worked as part of a three-member team to create a data pipeline that manages large amounts of data.
- Used Google Pub/Sub to transfer our data from one source to another.
- Pulls daily public transportation data, then validates, modifies, and stores the data for visualization.
- Managed 27 million individual instances of data that were transferred into our system.

Tools: Visual Studio, Python, GitLab, Google Cloud, Google Pub/Sub, Google Compute Engine, PostgreSQL

Store Manager Project   *Jan 2025 – March 2025*

- A website project based on Python and HTML to generate and manage fictional stores for D&D.
- Implement APIs from Google Gemini and Open5E to generate and pull store information.
- Accesses a Google Datastore to store and retrieve data for the stores.
- Hosted on a Google Cloud Run through a Docker container.

Tools: Visual Studio, Python, HTML, GitLab, Cloudrun, Docker

Website Scraper Project   *Feb 2023 – Nov 2023*

- Created a website scraper for the tabletop game Pathfinder, using JavaScript and Node.js.
- Parses creature statistics on the website Archives of Nethys for the application Combat Manager.
- Personally used to parse 139 website entries into data entries for Combat Manager.
- Receives consistent updates to match corresponding updates to Archives of Nethys.

Tools: Visual Studio, Javascript, Node.JS, Github

Isle Of Trust Capstone Project   *Jan 2023 – Jun 2023*

- Developed the Isle of Trust, a website-based educational game.
- Drafted documentation for the preexisting codebase and gameplay.
- Implemented features requested by the client as part of weekly sprints.
- Collaborated in an eight-member Agile team and participated in scrums and weekly standups.
- Interfacing with a client for feedback and additional functionality.

Tools: Visual Studio, TypeScript, React, Jira, GitHub