



NATHAN ROTACH

SOFTWARE ENGINEER

EXPERTISE & SKILLS

HTML
CSS/SCSS/SASS
Javascript
MongoDB
Express
React
Node.js
Python
Django
PostgreSQL
Git
Object Oriented Programming

CONTACT DETAILS

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INTRODUCTION

I'm an insatiably innately inquisitive software engineer. I turn challenges into opportunities that result in elegantly simple solutions.

RELEVANT EXPERIENCE

SOFTWARE ENGINEERING IMMERSIVE PROGRAM

General Assembly | March 2019-June 2019, Washington DC

Completed 500 hours of professional training in 12 weeks. Utilized a hands-on approach to focus on real-world application of HTML, Javascript, and CSS. Developed a portfolio of individually and collaboratively focused in-class projects, including:

- PikaPikaChu-- Developed a Pokemon themed rock-paper-scissors game on a static site, using JavaScript, HTML/CSS.
- Pokelite--Developed a RESTFUL MongoDB/Express database of all first-generation Pokemon 1-151
- Recipe-Rolodex--Developed a full MERN stack web application for the collocation of favorite recipes as part of a group. I built the back end, implemented password authentication with json web tokens, and assisted with implementing the AXIOS calls on the front end
- Pong--Developed a variant of the classic game of Pong utilizing the Phaser.js library, JavaScript and HTML

QA ASSOCIATE SOFTWARE TESTER

EA Mythic Entertainment | September 2008 - September 2009, Fairfax VA

- Spearheaded an initiative to streamline and increase overall efficiency of our server regression procedures
- Checked stability of server before each new build/patch was pushed to live status
- Provided extensive feedback on product testing from identifying post testing latent bugs
- Generated extensive feedback regarding proposed changes for product enhancement

ACADEMIC HISTORY

GENERAL ASSEMBLY

Software Engineering Immersive

March 2019 - June 2019

Graduated with the superlative of: Most likely to be a Game Developer