

## **NATHAN RAHANAEV**

136 Kentview Drive  
Carmel, NY 10512  
(917)-828-6356

[nathanrahanaev@gmail.com](mailto:nathanrahanaev@gmail.com)

LinkedIn: [www.linkedin.com/in/nathan-rahanaev-233746266](https://www.linkedin.com/in/nathan-rahanaev-233746266)

Github: [https://github.com/TheGman11/Data\\_Analysis\\_Portfolio/blob/main/README.md](https://github.com/TheGman11/Data_Analysis_Portfolio/blob/main/README.md)

### **SUMMARY**

Driven and detail-oriented aspiring IT professional with a background in Physics and a passion for technology. Possess a solid foundation in scientific research, data analysis, and problem-solving methodologies. Skilled in utilizing mathematical modeling and simulation tools to solve complex problems.

### **SKILLS**

- C++, R, SQL.
- Tableau
- Rstudio
- Spreadsheets
- Python and Javascript (ES6 )notation.
- Microsoft Visual Studios, BigQuery, MySQL, Blender and R.
- Data analysis and visualization
- Data Collection
- Metadata
- Data Cleansing
- Portfolio Development
- Presentation
- Data Aggregation
- Data Ethics
- Case Study Creation
- Communication
- Problem solving
- Mathematical modeling

### **EDUCATION**

#### **SUNY College at Oneonta**

B.S. in Physics

Aug 2017 - May 2021

Bachelor of Science in the non-engineering section of physics with a minor in mathematics.

GPA 3.03

#### *Relevant Courses*

Computational Physics, Advanced Physics Lab, Chemistry 1&2, Fundamentals of Programming 1&2, Electronics and Circuits 1&2, Calculus 1, 2, & 3.

### **CERTIFICATIONS**

- Google Data Analytics Professional Certification, earned on May 16, 2024  
<https://coursera.org/share/631a5a75f7381d225dfdc3e453a2d3a2>
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### **PROJECTS**

#### **Pong-like Video Games (Finished)**

Project that has a series of quick mini games that resemble pong and other games from the late 70's and early 80's. Games were made with c++ in Microsoft Visual Studios. The end goal is to have these games with in game purchases on the app store for customers to play.

### **3D - LED Rubik's Cube(in progress)**

Project involves making a circuit that utilizes 595 clocks(saves the color output of and an Arduino microcomputer(used c++ to program )to control how the LEDs light up and simulate movement based off an action. Each side has a 3x3 LED interface with buttons that slides the LED lights over by one. The end goal is to semi-emulate a fully functional Rubik's cube.

### **Modded Portable PS2(in progress)-**

Project consists of taking the motherboard of a 79001 model PS2 and grinding it down to a smaller size. Then the project will have wires connected with solder to the board connect it to various systems needed to turn the ps2 on (such as li ion batteries for charging and power, screen and others). The controller will be repositioned and reprogrammed with a microcontroller(such as a raspberry pi) to establish control once again.The end goal is to make it portable, have it run games with a memory card, have long battery life , all the while having it resemble the appearance and shape of a PSP.

## **PROFESSIONAL EXPERIENCE**

### **JAMES S. EVANS ELEMENTARY SCHOOL**

*Health Teacher's Assistant*

*Nov 2021-Present*

- Teach and monitor children in a special containment classroom for grades 5 to 6.
- Provide emotional support, reassurance, and encouragement to special needs students.
- Provide one-on-one or small group assistance to special needs students, tailoring instruction, and activities to meet their unique learning needs and goals.
- Implement behavior management strategies outlined by the teacher to support students in self-regulation, social skills development, and conflict resolution.
- Provide support with personal care tasks, such as toileting, feeding, and mobility, for students who require assistance in these areas.
- Observe and document student progress, behavior, and achievements to contribute to the development of IEPs or BIPs. Collect data as needed to track student goals and objectives.
- Maintain accurate records and documentation related to student progress, behavior, and interventions.
- Support the teacher in creating a structured and inclusive classroom environment, promoting positive behavior, and implementing classroom routines and procedures.
- Collaborate with the teacher to modify classroom materials, assignments, and activities to accommodate the diverse learning styles and abilities of special needs students.
- Stay informed about best practices, new techniques, and developments in special education.