

Nathan Shepherd

Mobile: +61 468 398 480

Email: nathanshepherd087@gmail.com

GitHub: github.com/Thendog26

LinkedIn: [linkedin.com/in/nathan-shepherd-6561221ba](https://www.linkedin.com/in/nathan-shepherd-6561221ba)

EDUCATION

The University of Adelaide | Adelaide, Australia

March 2020 – July 2023

Bachelor of Computer Science, GPA: 6.182/7

EXPERIENCE

Maptek Pty Ltd | Software Engineering Intern

November 2021 – February 2022

- Extended functionality of the pre-existing Workbench Property Editor using C++ and C#, allowing for dynamic read/write operations between the data engine and internal services via a new multi-platform API.
- Reduced data transfer size for Workbench Property Editor API communications by up to 20% through creating a new lightweight JSON-based API to replace the existing XML-based API.
- Provided new type support for the Property Editor by integrating new C++ type interpretations, allowing for a more diverse range of live data analytics, and providing a more intuitive set of controls to the user.

Balco Australia Pty Ltd | Junior IT Assistant

July 2019 – November 2021

- Assisted in systems and security maintenance by performing weekly audits of internal company systems.
- Developed a web-based application using Power Apps and Power Automate to streamline the process for visitor check-ins via Balco's SharePoint intranet system.

Fluidity Money | Front-End Developer

March 2021 – November 2021

- Led a team of three front-end student developers in developing a product application using React, Typescript, and Sass, creating a lightweight, fast, and responsive user interface.
- Reviewed team code for readability and performance improvements based on general React practices and used ESLint to improve code style and quality.

SPI DEV Pty Ltd | Co-Founder and Lead Front-End Developer

October 2020 – November 2021

- Developed an educational blockchain-based application called Alchedemia using React and Typescript.
- Conducted product area research and designed the application interface, focusing on consistency, readability, and usability.

PROJECTS

Beeziness (Accenture Technology Bootcamp 2021) | Typescript, React

- Developed an application for a proof-of-concept product over a four-day bootcamp that allows beekeepers to track the likelihood of their bee nests swarming based on external theoretical Internet of Things (IoT) statistics.

Text-Based Movie Simulator (Object Oriented Programming Project) | C++

- Developed a fun terminal-based movie simulator game using C++ where users choose from a selection of movie tickets to purchase or snacks to buy based on age and allowance, dynamically updating the movie experience.

South Australian Road Crash Data Analysis (Grand Challenges Project) | Python

- Performed research analysis on South Australian road crash data using Python in Jupyter Notebook to investigate the correlation between different driving conditions and the likelihood of crashing.

LANGUAGES

Proficient: C++, React/JS, Typescript, CSS, HTML

Experienced: C#, C, MATLAB, Python

ADDITIONAL EXPERIENCE

- ICPC Regional Division 2 - 3rd place Adelaide (2020)** – Cracked efficient solutions to challenging problems in a team of three for a competitive programming competition.
- Software Engineering Club committee member (2020-2021)** – Helped organise events and participated in club activities.
- Accenture Technology Bootcamp - 3rd place Adelaide (2021)** – Participated in a four-day bootcamp, where individual teams were tasked to develop interesting solutions to real-world problems.