Nate **Letz**

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Education

University of Oregon
B.S in Computer Science
Expected graduation June 2020
CS GPA of 3.27

Coursework

Compiler Construction
C/C++ & Unix
Operating Systems
Programming Languages
Data Structures
Algorithms
Software Methodology

Skills

Programming
Languages
C, C++, Python, Bash, SQL,
Assembly Language
Web
HTML5, Dreamweaver

Other

Adobe Photoshop,
Dreamweaver
Fluent in Spanish, Japanese
Excel, Google Sheets
Plenty Unix & Linux experience

Personal Projects

These projects can be found on my GitHub or personal website

Quack Compiler | Compiler for the Quack language
- Compiler written for the Quack programming language
- Developed in C++ using tools such as RE-flex and Bison
- Uses techniques such as lexical analyzing, parsing, and type checking to compile down to C code

Image Manipulator | Passes images through various filters
- Described by my professor as "poor man's photoshop", it manipulates images in basic ways
- All the manipulations are done programmatically and the program operates through the command line
- Developed in C++ and is highly compartmentalized, organized

Graphic Design | Various graphic design implements
- Done over years in Photoshop for various people on the internet and in real life
- Created livestream overlays for various video games, designed many people's profile pages
- Did personal design for extremely diverse projects

General Work Experience

Where I've worked in the past

IT Management | IT work for the Biology Department
- Managed the IT work for the University of Oregon Biology department
- Oversaw the management of over 100 computers, was responsible for software problems
- Trained new hires in all responsibilities required of staff

Course Grading | Grading for Computer Organization Courses
- Graded for CIS314 in the University of Oregon Computer Science department
- Had to review coursework for the class, included having in-depth knowledge of the material at hand
- Important covered topics were bitwise operators and related notation, processor architecture, and assembly language