

# Natalie Letz

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## Education

### University of Oregon

B.S in Computer Science

Expected graduation June 2020

CS GPA of 3.27

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## Coursework

### Compiler Construction

C/C++ & Unix

Operating Systems

Programming Languages

Data Structures

Algorithms

Software Methodology

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## Skills

### Programming

#### Languages

C, C++, Python, Bash, SQL,

Assembly Language

#### Web

HTML5, Dreamweaver

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## 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
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## 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