

Natalie 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

Pokémon Red Game Engine | An Engine Written in C++

- Started as a project for a Graphics Programming class at the University of Oregon, developed into something bigger
- Created an entire engine from scratch using C++ and a library called SFML, the engine works generally for Pokémon games
- Won a “Best Project” award for my project from local industry professionals working in game development

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
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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