Nathan Chin

Full-Stack Software Engineer

EXPERIENCE

Software Engineering Intern

Groupmuse - San Francisco, CA

January 2019 - February 2019

- Engineered reusable templates for adding new features to iOS and Android mobile application.
- Developed an internal library for layout and styling of components.
- Redesigned component hierarchy to conform to atomic design.
- Implemented responsive design screens in React Native.
- Documented implementation changes in Markdown format.

Quality Assurance Intern

SmartERP Solutions - Pleasanton, CA

June 2014 - August 2014

- Researched and documented state tax withholding rules for 50 states to ensure correctness and compliance with developed onboarding software.
- Compiled 25+ bug reports, and designed a system to automatically update tax withholding documents. Reviewed and updated documentation according to fixes.
- Established test cases to simulate users from all 50 states + U.S. Territories to validate correct responses.
- Collaborated with other interns to design a new user interface and website.

PROJECTS

Island Defense — *Starcraft II Arcade*

12 player Cat-&-Mouse styled game built using Blizzard's Galaxy Editor.

Ranked top 20 most-played in the SC2 NA arcade for 3+ years.

Forum at www.sc2id.com - 2k registered users

CONTACT

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SKILLS

JavaScript	Python
Node.js	Flask
Express.js	React
React Native	Redux.js
postgreSQL	SQL
HTML	CSS
jQuery	Git

EDUCATION

Rithm School – 2019

Full Stack Web Development

UC Santa Barbara – 2018

B.A. Chemistry