

Nate Annau

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I believe I would be a strong fit for the Software Design Student Assistant role at BioPACIFIC MIP. Career-wise, I hope to become a scientist in some kind of software-based role, so the job description immediately caught my eye. Over the past four years, I've worked with many of the relevant technologies, including most notably my role as a Vue developer last summer, which incidentally involved some work on our `axum`-based Rust backend. In addition, for the first time in a long while during my undergrad, I currently have a relatively light schedule, which means I could start working immediately this quarter.

Throughout my undergrad, I have used a variety of scientific software. For instance, I developed my `numpy`, `matplotlib`, and `scipy` skills in my Computational Science course (CS 111), as well as in the more mathematically rigorous Numerical Analysis series (Math 104AB); I also briefly used MATLAB in an electrical engineering course, and am now using `torch` in my current Machine Learning class. While these packages may differ from the software in the job description, which seems to focus more on handling biological data, at the very least I have a strong understanding of the conventions and documentation style of scientific software. Further, the job description seems to imply documentation is wiki-based, which I am very familiar with as an experienced Wikipedia editor.

As for writing a mobile app, I should mention that I worked on a demo mobile app using Swift and Xcode while in high school. Although it's been a while since I've used Swift, I am confident in my ability to pick it back up quickly. Further, I'm a lifelong Apple user, owning a Macbook and iPhone, and feel intimately familiar with Apple devices. I own a Linux Mint laptop too, which I've been daily driving for the past nine months. As mentioned previously, I worked as a web developer intern last summer, and feel fairly comfortable with TypeScript. As Svelte is mentioned in the description, I'd like to highlight that I built my first Svelte project as part of this year's SBHacks, which is available on my Github. I have not used Django before (but am comfortable with Flask), and am reasonably familiar with working with APIs.

Lastly, because my schedule is relatively light, I am able to start working this quarter. I would prefer to work part-time and finish up some GEs over the summer, but depending on deadlines, I am happy to transition to a full-time role.

Thank you for considering my application. I will remain in Santa Barbara over the summer, so please do not hesitate to let me know if I would be a good fit.

Best regards,

Nate Annau