

# NATHAN MILOT

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## EDUCATION

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### Bachelor of Science in Computer Science

May 2019

University of Utah, Salt Lake City, UT

- GPA 3.544
- CS Coursework: Object Oriented Programming, Algorithms and Data Structures, Software Practice, Computer Organization, Engineering Probability and Statistics, and Software Practice II.
- Currently Enrolled: Discrete Structures, Scientific Computing, Mobile Applications, and Computer Systems.
- Made Dean's list multiple semesters.
- President of the Association for Computing Machinery University of Utah Chapter.

## PROGRAMMING EXPERIENCE

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### Google – Engineering Practicum Intern

May – Aug 2017

Java – 460 Hours

Los Angeles, CA

- Worked on improving sales report status notifications, optimizing notification generation, and adding features like unsubscription.
- Developed a design doc to guide project implementation.
- Implemented and improved email notification generation and delivery to notify teams of internal report statuses.
- Built full stack support for users to unsubscribe from notification emails.
- Used a variety of internal products and tools to optimize the project.
- Worked closely with my pod mate and hosts to successfully implement our design in a timely manner.
- Returning Summer 2018 for Software Engineer Internship.

### University of Utah – TA

Aug 2017 – Current

#### CS 1410 – Object Oriented Programing (Java)

Salt Lake City, UT

- Helped new computer science students learn the fundamentals of OOP and Java.

#### CS 3500 – Software Practice (C#)

- Lead labs and help hours to teach students and strengthen software development abilities.

### University of Utah – Student

Jan 2016 – Current

C – 50 Hours

Salt Lake City, UT

- Learned how to develop in a low-level language and with the command line.

Swift – 50 Hours

- Developed iOS mobile applications and learned mobile development practices

C++ – 200 Hours

- Built large-scale applications on teams of 4 to 8.

C# – 250 Hours

- Studied large-scale software development practices.
- Built various applications for school and applied knowledge gained to personal projects, such as a server/client implementation of the game Boggle and a personal password encryptor, respectively.

Java – 550 Hours

- Deepened understanding of Object Oriented Programing, Java, Data Structures, and Algorithms.
- Build first useful applications and learned good development practices.

## COMPUTER SKILLS

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### Languages

- Proficient in Java, C#, and C++.
- Exposed to C, Swift, JavaScript, HTML, and CSS.

### Soft Skills

- Effectively communicate in team settings. Lead in a variety of roles. Consistently exceed expectations and innovate. Learn quickly and am passionate about Computer Science.

## INTERESTS & PERSONAL ACTIVITIES

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Family, programming, backpacking, camping, reading, photography, traveling, and cooking. Lived internationally for several years and am a fluent French speaker.