# Nathan N. Chin

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## EDUCATION

**Bachelor of Arts degree:** St. Olaf College, Northfield, MN **Anticipated Graduation:** May 2020
**Majors:** Computer Science and Japanese **GPA**: 3.23
**Honors:** Gilman Scholarship, NSRCF Scholarship, Pass with Flying Colors Scholar, TRIO McNair Scholar
**Relevant Courses:** Algorithms and Data Structures, Robotics, Programming Languages (Spring 2020)
**Programming Languages**: C++, Python, JavaScript, HTML/CSS
**Language Proficiencies**: English (Fluent), Japanese (Conversational), Cambodian (Conversational)

## WORK EXPERIENCE

**Web Developer:** Manitou Messenger *May 2019-present*

- Redesign the website using HTML, CSS, and Javascript under the Wordpress platform.
- Communicate with Editor-in-Chief and managing editor to get articles uploaded before the deadline.
- Communicate with the IT department to manage plugins and debug issues that may interrupt the platform.

**Software Consultant Intern:** Healthfinders Collaborative, Northfield, MN *Sept 2019 – Dec 2019*

- Communicate with a research team to analyze data privacy and protection between health finders and their patients.
- Improve the relationship between doctors and their use of technology.
- Present specific feedback on improvements to the socio-technical system and ethics.

**Web Editor Intern:** NASIC AI Support, Nagoya, Japan *June 2019-August 2019*

- Researched and redesigned the company's BaitoNet, a website used by students in Japan to find safe and part-time employment, to be more appealing for international students.

**Supplemental Instruction Leader**: St. Olaf Academic Support Center *February 2018-May 2019*

- Facilitated supplemental instruction sessions for students in Computer Science to help them retain and practice course materials, while answering any questions that come up.
- Communicated with the Professor regarding students' questions and concerns.

## PROGRAMMING PROJECTS

**ChinChat:**

- A Chat programmed in Python. This program was developed for an intro level computer science course. It utilizes sockets, threads, and client/server architecture.

**LangLearn:**

- A flashcard Language Learning Application programmed in C++. This program was developed for an intermediate level computer science course. It utilized C-style strings, and SFML to provide audio, and recording. Currently being developed in JavaScript and converted to a web application.

## RESEARCH EXPERIENCE

**Collaborative Undergraduate Research and Inquiry:** St. Olaf College, Northfield, MN *June-August 2018*

- Worked alongside Professor Richard Brown, researching and designing a curriculum applying Raspberry Pi and hands on learning in a core Computer Science course.