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**: 3.25
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

Algorithms and Data Structures Teaching Assistant: St. Olaf College, Northfield, MN   *Feb 2020-Present*
- Carry out administrative tasks such as assisting in the creation of material for the course and
- Devising homework assignments and projects in order to assess student's understanding of the course
- Host help sessions in order to improve student engagement and knowledge of course material

Web Developer: Manitou Messenger, Northfield, MN   *May 2019-Present*
- Redesign the web application using HTML, CSS, and JavaScript under the WordPress platform
- Communicate with Editor-in-Chief and managing editor to get articles uploaded before the deadline

Supplemental Instruction Mentor: St. Olaf College, Northfield, MN   *May 2019-Present*
- Manage and mentor Supplemental Instruction Leaders directly in Math, Computer Science, and Statistics through meetings, observations, and presentations
- Communicate with the lead of Supplemental Instruction to report concerns and plan meetings

Software Consultant Intern: Healthfinders Collaborative, Northfield, MN   *Sept 2019 – Dec 2019*
- Communicated with a research team to analyze data privacy and protection between health finders and their patients
- Communicate with volunteer doctors on information privacy and their use of technology
- Presented 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, part-time employment, with the goal of appealing to international students

PROGRAMMING PROJECTS

LangLearn 2.0: Personal Project   *January 2020-Present*
- Refactoring a legacy application based on a C++ project in an undergraduate software design class, into a Web Application utilizing the React framework and Firebase
- Will allow for audio recording and changing Visual Cues in order to interact with the visual cortex to increase memory retention of Japanese Kanji, Chinese Characters, and Korean Hangul

SI Tool: Work Project, St. Olaf Center for Advising and Academic Support   *January 2020-Present*
- Leading web application development for St. Olaf's CAAS to automate to automate administrative tasks, utilizing React, JavaScript and the Google Drive API

Cup Pong Robot: Class Project, Robotics 300   *September 2019-December 2019*
- Built with one partner on an EV3 Lego robot with a Catapult and PixyCam2 that identifies cups using video recognition and launches a Ball into a cup. Based on the popular iMessage game Cup Pong