Christopher Nair

Iowa City, IA

J (319) 400-9159 **∠** chrisnair1@gmail.com ? chrisnair in Christopher Nair

EDUCATION

University of Iowa

August 2021-May 2025

Computer Science, BS Arabic Language, Minor

EXPERIENCE

•University of Iowa Driving Safety Research Institute

June 2023-Present

Software Development Assistant

Iowa City, IA

- Developed autonomous driving software for 1:10 scale self-backing car and trailer system
- Supervised high school interns in refactoring of legacy code and deployment of new project features

University of Iowa

March 2023-Present

Computer Science Peer Tutor

Iowa City, IA

Iowa City, IA

- Provided individual tutoring to fellow Computer Science students in a variety of courses.
- Endorsed by University of Iowa to provide said tutoring services

University of Iowa CAMBUS

 $August~2021 ext{-}Present$

Transit Operator

- Transported passengers on fixed routes in class B public transport bus

- Provided paratransit services to individuals with disabilities

•Johnson County SEATS

March 2022-October 2022

Paratransit Operator

Iowa City, IA

- Transported elderly and disabled passengers to and from various urban and rural locations

•Junge Automotive Group

July 2019-May 2022

Light Maintenance Technician

North Liberty, IA

- Performed light repairs and maintenance on BMW and Ford Vehicles
- Occasionally shuttled passengers to/and from the dealership and various destinations

TECHNICAL SKILLS AND INTERESTS

Languages: Java, Python, C, Haskell, ARM Assembly Developer Tools: Windows, Linux, Git, Raspberry Pi

Coursework: Data Structures, Discrete Math, Software Development, Computer Organization, Computer Networks,

Programming Language Concepts, Functional Programming and Algorithms

Areas of Interest: Software Engineering, Computer Networks, Functional Programming, Linguistics

LANGUAGES

•English Native Speaker

•French Fluent

 Spanish Advanced Intermediate

 Arabic Intermediate

•Romanian Native Speaker

Work Authorization

- •United States
- •European Union
- India