# DAVID NACHMANSON

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## EDUCATION

**Western Washington Unversity, Bellingham, WA** *June 2018*
B.S. in Computer Science & Engineering
Overall GPA: 3.37

## EXPERIENCE

**Microsoft, Bellevue, WA** August 2019 - Present
*Software Developer (Contract Via Aptly Technology Corporation)*

- Owned data processing pipeline for Bing Dictionary. Accomplishments include integrating thesaurus for multiple languages, adding homophone support feature, and making 20+ improvements on answer quality in response to customer feedback. (C#)
- Implemented features and made several bug fixes in backend data pipeline for several Bing answer segments (i.e Weather, Dictionary, Covid19). Some notable features I worked on are scrapers to collect Covid19 statistics and a module to gather information from several LU models. (C#)
- Generated data-driven visualizations that integrated dynamic/static SQL-like scripts, other data processing modules to illustrate useful metrics.

## PROJECTS

**Protein Cavity Explorer**
*Web Application*

- Full stack web app that lets users explore properties of RCSB recognized proteins using dynamic data driven visualizations created in collaboration with Dr. Jagodzinski at Western Washington University.
- Involved with all layers of the project. Designed and implemented the component structure of Angular application, set up communication between front-end and back-end via REST API
- Incorporate data-visualization libraries and form validation into front-end (JavaScript)

**Unix Mini-Shell**
*C application*

- Simple command line interepreter for a Linux system.
- Implemented capability of executing built in commands, nested commands, pipelining, variable expansion, input and output redirection, signal processing, and standard C library system calls.

**TCP/IP Chatroom**
*C server-client application*

- Chatroom hosting server capable of supporting 255 simultaneous users and allowing for public and private message communication.
- Configured server to accept and handle connections using Unix socket API.

**DeadWood**
*Java GUI*

- Virtual board game involving actors who roll dice to complete scenes and upgrade their rank.
- Created a GUI molded to a model-view-controller model using Java's Swing library.

## TECHNICAL STRENGTHS

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|---|---|
| **Computer Languages** | Java, C#, C, SQL |
| **Technologies** | Git, MySQL, Visual Studio, Linux, Windows |
| **Other** | Object Oriented Programming |