

Nathan Rosenberg

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Summary of Skills

- Java, C#, C++, Python
- HTML, CSS, JavaScript
- TensorFlow, ROS, Matlab
- UNIX/LINUX, AWS
- React, React Native
- Photoshop, SolidWorks
- Robotics
- Artificial intelligence
- Server administration
- Web design & development
- Graphic design
- Project management

Education

WORCESTER POLYTECHNIC INSTITUTE | 2015-2019 | B.S. ROBOTICS ENGINEERING

Work Experience

CEO | DROPWISE, INC. | JULY 2016 - PRESENT

- Dropwise is a digital social platform that connects businesses who care about modern brand building to young people who care about modern charitable giving. As a company we are building products that empower young people to contribute to the causes they care about by turning fun, social activities into opportunities for action.

PRESIDENT | GEEKIE LABS, LLC | MAR 2015 - JAN 2016

- Founded Geekie Labs, the parent company for Resonant Host, an online hosting company catering to multiplayer gaming. In my time here I was involved in everything from web development to server administration, to customer service and business administration.

TECHNICAL DIRECTOR | INITIATIVE FOR ENGAGED CITIZENSHIP | JAN 2015 - SEP 2015

- IT consultant and web developer for non-profit organization in Worcester, MA. Designed and developed a new site to reflect the new direction and image of the non-profit as well as implemented an ecommerce tool to replace an out of date one for fundraising purposes.

ENGINEERING TECHNICIAN | SAUNDERS INSTRUMENTS, INC. | JUL 2013 - SEP 2014

- Designed and built an electronic testing unit for prototype LEDs to be used in place of powerful halogen lamps in medical equipment to ensure their reliability, both long and short term.
- Designed and built a device to measure the penumbra of the projection produced from light shining through lead "jaws."
- Translated paper mechanical drawings into CAD parts on SolidWorks.

Projects

- Created and led an online Minecraft gaming community that grew to over 15,000 new members in the first three months after launch.
- Planned and ran an online gaming charity event in July of 2015 that raised over \$5,500 in 36 hours for Child's Play charity.
- Helped design and build a spectrometer to be used for analyzing the composition of stars.