Nathan Fritz

A developer and software architect with nearly 25 years of experience, Nathan is proficient in many languages, platforms, protocols, databases, and tools with a focus on data, developer tools, mentorship, and leadership. Nathan thrives when he delivers value to his fellow developers.

5503 W. 24th Ave.
Kennewick, WA 99338
United States of America
(801) 688-4052
nathanfritz@gmail.com
https://github.com/fritzy

EXPERIENCE

GitHub npm (Microsoft) — *Sr. Software Engineer*

July 2021 - May 2025

Nathan was a senior developer on the npm team, directly contributing to the npm CLI and registry used by millions of web developers every day.

Pacific Northwest National Laboratory, *Team Lead*

August 2019 - June 2021

Nathan led a team of software engineers to support "the Lab" and actively worked on programs to deconstruct social silos between developers.

&yet LLC, Richland, WA — *CTO / Chief Architect*

September 2009 - June 2019

As a founding employee, Nathan helped shape &yet into what it is today. He focused on software architecture for projects, developer support, internal tools development, and technical business development.

Seesmic, San Francisco, CA — *XMPP Programmer*

2008 - 2009

At Seesmic, Nathan upgraded Seesmic's video-forum to be real-time. Nathan also worked on the popular early Twitter client, Twhirl, including writing an XMPP library called Seesmic-AS3-XMPP to use Twitter's real-time interfaces at the time.

Bridged Analytics LLC, Salt Lake City, UT — *CEO / Founder*

2005 - 2008

Nathan founded Bridged Analytics (which is still operating today) to sell integration consulting based on his integration technology.

Realm Systems, Provo, UT — *Lead QA Developer*

2004

Realm Systems was a startup that provided a small USB Linux device which took over host computers. Nathan developed automated tests for the hardware and software.

XMPP Standards Foundation — *Council Member*

2010 - 2011

Nathan was on the technical council for the XSF for managing XMPP extension specifications.

Prior experience includes Software Engineer at Lovesac and more.

SKILLS

Software Development

Software Architecture

Databases

Protocols

Web Technologies

Open Source Technologies

Distributed Systems

Scaling

Remote Work

Team Oriented Software

Mentoring & Education

Leadership / Management

LANGUAGES

JavaScript

C / C++

C#

Go

Python

Ruby

Rust

Bash

Lua

SQL

pl/pgSQL

References and Education available upon request.