

Natalie Suboc

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Education

University of California, Berkeley - Computer Science BA, Data Science Minor - Class of 2023

- Cumulative GPA: 3.68
- Relevant coursework: Data Structures and Algorithms, Principles & Techniques of Data Science, Discrete Math / Probability Theory, Cloud Computing & SaaS, Efficient Algorithms & Intractable Problems, Computer Architecture (Machine Structures), OS & Systems Programming, Computer Security, Database Systems, Internet Architecture
- In progress: Backend Web Architecture, Natural Language Processing, Full Stack Web Dev

Skills

- Java, Spring Boot, JPA, API development | JUnit, Mockito, Karate testing | C#, .NET (WPF, XML) | Python, Flask | Golang | SQLite / SQL | Scheme | Git | JavaScript | CSS (Basic) | HTML (Basic) | Docker | EC2, Neptune (Basic) | C | x86 Assembly | LaTeX | Pandas
- GitHub | Eclipse | IntelliJ IDEA | VSCode | Bitbucket | Jupyter Notebook | Jira | Postman | Unity

Projects

The Apartment - video game, written in C# and developed in Unity Spring 2022

- Worked with other developers and artists to create a video game with an inventory system, a basic quest / task completion system, several levels, and basic movement mechanics
- Imported and incorporated animation and art assets into the game

PintOS - miniature operating system, written in C Fall 2021

- Worked along 3 teammates over several months to write OS features, such as an inode filesystem, argument passing to the stack, a variety of simple syscalls, and multithreading capabilities

Bearchat - recreation of social media network, written in Go Fall 2020

- Created functions for signing up, logging in, creating posts, and creating a friends network using GoLang, Dockerfile, and Insomnia for testing
- Used AWS services such as EC2 and Neptune to create database and deploy server

Employment

Software Engineering Intern - Intuit - Mountain View, CA May 2022 - Aug 2022

- Worked on the Intuit Experimentation Platform on a self-serve analytics pipeline to provide insight for hundreds of experiments
- Used Spring Boot and Postman to develop APIs to create, update, bookmark, and search for asset metadata used for data pipeline analysis
- Used JUnit, Mockito, and Karate to write comprehensive unit and integration testing

Study Programming Intern - Clinical Ink - Winston Salem, NC April 2021 - Aug 2021

- Worked with C# (.NET, WPF, XML) and JavaScript to develop internal tools to notify users of discrepancies between custom eSource files and database requirements
- Wrote documentation and communicated with software developers and QC to incorporate features and improvements
- Project used to analyze hundreds of files for a team of eleven developers

Academic Instructor - Kumon Math and Learning Center - San Bruno, CA Jan 2017 - Aug 2019

- Provided individual and small group instruction in math and English to students K-12
- Taught algebra, geometry, calculus, high school grammar and reading comprehension