Nathan M. McMillan

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EDUCATION

University of California, San Diego   **Expected June 2017**

B.S. Computer Science

Business Minor from Rady School of Management

Relevant Coursework

- Software Engineering
- Advanced Data Structures
- Intro to A.I. Statistical Approach
- Computer Organization & Systems Programming
- Design & Analysis of Algorithms
- Software Tools & Techniques Lab
- Basic Data: Structure & Object Oriented Design
- Component & Design Technology

EXPERIENCE

North Coast Church - Vista, CA   **July 2011 - August 2013, Summer 2014, Winter 2015**

Information Technology Intern & Website Assistant

- Worked with IT and facilities to develop inventory program using Java, MS Access, VBA, and SQL to track over 100 hardware end of life and service level agreements and generate automatic emails for management
- Collaborated with the director of IT to design a time card system for tracking internship hours using MS Access to generate sophisticated reports for hundreds of work logs
- Worked with business analysts to determine user needs and developed facilities maintenance system to track and schedule tasks for 11 building campus. Wrote over 3,000 lines of code with full documentation. Tested and implemented system with team. Developed tutorials for users and managers.
- Assisted Webmaster in managing and creating content for websites using HTML, Javascript, and Typo3
- Provided assistance to staff for technology related problems as help desk support
- Trusted with researching and purchasing computer hardware and supplies
- Worked closely with IT to prototype software for scanning and storing communication cards onto a server for viewing on custom web pages

UCSD Tutor   **Winter 2015**

- Tutored Intro to Computer Science & Object Oriented Programming (Accelerated Pace)

TECHNICAL PROJECTS

Google Play & OUYA   **April 2013 - August 2013**

- Studied and implemented game engines using the Android and OUYA APIs
- Published two personal games onto the Google Play Android marketplace resulting in over 23,000 installs
- Ported and published games on the emerging OUYA game console acquiring 4,000 installs

ROP Game Programming Contest   **Fall 2012**

- Team Leader for group of 5 peers. Managed the roles and workflow of each team member
- Finished in first place out of a 6 group competition
- Presented to prospective computer science students and local game company High Moon Studios

Reuben H. Fleet Museum Water Conservation   **Summer 2015**

- Worked with a team of peers to develop a game aimed to teach children on the importance of water conservation and desalination plants. Featured in the Reuben H. Fleet Science Center.

ADDITIONAL

Software Skills: Proficient in Java, C#, PHP, SQL, JavaScript and HTML. Experience with Python, Objective-C, C, and C++