

Nash Thames

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Software Development & Client Relations

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Tulsa, OK

github.com/internashionalist

Software engineer with a strong foundation in systems programming. Combines back-end development expertise with client-facing experience to deliver efficient and user-focused solutions. Passionate about problem-solving and emerging technologies in distributed systems and web3 innovation.

Education

Atlas School | Tulsa, OK

2025

Computer Science & Systems Programming

- Atlas is a peer and project-based 20-month software engineering school starting with the fundamentals of software engineering and working up to back-end in more advanced languages and protocols.

Experience

Realtor

OwnTulsa | Tulsa, OK

2021 - 2025

- built and maintained a strong client network; managed residential listings, sales, and purchases
- advised clients using market trends, regulations, financing options, and local development insight

General Manager/Bartender/Server

Various Restaurants/Bars | Tulsa, OK

2011 - 2025

- led daily operations, inventory systems, staff training, and customer relations
- developed cocktail programs informed by market trends while maintaining high-performance teams

Export Operations & Auditing

GasTech Engineering | Tulsa, OK

2012 - 2017

- managed relationships with subcontractors and surplus partners across the U.S. and southern Canada
- built and maintained a compliant export database aligned with federal and international regulations

Skills & Proficiencies

Languages & Technologies | Anchor , Rust , C , C++ , C# , Next.js , Python , React , SQL , TypeScript

Software Applications | VSCode , Docker , Postman , QT

Projects

SkyWeave | github.com/internashionalist/Sky_Weave || skyweave.vercel.app

2025

- designed an autonomous UAV swarm simulator modeling multi-agent coordination and flight behavior
- implemented core simulation logic in C++ with Rust services for control and data handling
- built a real-time web interface using Next.js and Node.js to visualize swarm state and telemetry

LUMI Token | github.com/internashionalist/LUMI || lumitoken.vercel.app

2025

- developed and deployed an SPL token on Solana to reward student participation and engagement
- wrote on-chain programs using Anchor and Rust to handle minting, distribution, and permissions
- created a Next.js web app to issue tokens and interact with the blockchain via wallet integration

Oregon Trail 3000 | github.com/internashionalist/atlas-Oregon_Trail_3000

2024

- designed a choice-based narrative game inspired by Oregon Trail and DOOM
- implemented core game logic and UI using Python and Pygame

references available upon request