Nitin Nathan

445-400-5190 | nitinnathan7@gmail.com | LinkedIn | Github | Website

EDUCATION

University of Connecticut   Storrs, CT
Bachelor of Science in Computer Science   *Jan. 2022 – May 2025*

EXPERIENCE

Undergraduate Teaching Assistant   Anticipated Start Date: Sept. 2023
University of Connecticut   *Storrs, CT*
- Expected to be a UTA for CSE 3100, Systems Programming, for Fall 2023 semester

Intern   Sep. 2021 – December 2021
Entrans Technologies
- Communicated with project founder to create documentation for guardianship program eGuard
- Created voice over scripts for help videos made to be used on Help Scout
- Maintained documentation and help videos with feedback from testers

PROJECTS

Unity Games | *Unity, C#*
- Developed a couple of video games using Unity's 2D engine, created scripts using Visual Studio and art with Paint3D
- Implemented collision between different objects using Sorting Layers and Event Functions
- Built games to run on both Windows and web browsers using WebGL

Personal Portfolio | *HTML/CSS, JavaScript, Git*
- Made a website to keep projects/resume/links in one place
- Used HTML/CSS to build the basic layout and JavaScript to provide website functionality
- Maintained files on Github and used Git to commit and push changes made

TECHNICAL SKILLS

Languages: Java, Python, C/C#, JavaScript, HTML/CSS
Developer Tools: Git, VS Code, Visual Studio, PyCharm, Eclipse
Other: Microsoft Word/Powerpoint, Unity