# NATE COLLINGS

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#### WORK EXPERIENCE

### RR Donnelley - Programming Intern

November 2012 - September 2013

- Worked directly with clients to implement methods for processing and printing of thousands of letters
- Wrote programs for data extraction and processing (Perl, XML, Python)
- Implemented automation and testing standards, wrote documentation, and increased productivity by writing a one step build tool

## UK2 Group - Level 1 and 2 Technical Support

February 2011 - October 2012

- Supported websites in a Linux, Apache, MySQL, and PHP environment
- Had responsibility for more difficult issues including hacked websites, server migrations, software upgrades, and server load
- Wrote time saving and productivity increasing scripts for the team including a log parsing tool, internal software upgrade tools, and automated client email setup instructions
- Wrote documentation and presented technical trainings

#### **PROJECTS**

### Steamplaytime

Python, JavaScript, Steam API, Google App Engine

- Built an app that interacts with the Steam API to produce estimates on several aspects of a user's Steam account
- Continue to maintain and provide updates for a userbase of over 20,000 users

# TrelloRSS

Python, Trello API, Google App Engine

- Built a tool that interacts with the Trello API to produce RSS feeds based on specified criteria
- Created an accompanying web application for users to create and manage their Trello RSS feeds

## Zombie Attack Map Editor

JavaScript, AngularJS, PHP, MySQL

- Worked with a group to create a web app used to design maps for a game
- Responsibilities included designing the map editor itself and implementing much of the server side code

### Pacman Clone

JavaScript, JQuery, Quintus

Expected Graduation: May 2015

- Wrote a Pacman clone that is played directly on a web page, using divs as collision objects
- Implemented AI that utilizes an A\* pathfinding algorithm to navigate the maze

#### **EDUCATION**

Bachelor of Science, Computer Science Utah State Univeristy, Logan, UT

# LANGUAGES/TECHNOLOGIES

- Python, JavaScript, C/C++, HTML/CSS, PHP, SQL, Bash, Perl
- XML, JSON, Ajax, AngularJS, Jinja2, Memcache, Unix/Linux, git, svn