

NATHANIEL RUPP

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WORK EXPERIENCE

O'Reilly Auto Parts - Junior Software Developer August 2022 - present

- Works in a full-stack environment under the Supply Chain vertical to improve and maintain various web apps relating to auto parts ordering and logistics.
- Led the adoption of Vue.js within his team, creating new development standards in UI/UX design through the creation of a new component library used in 5 applications thus far.
- Practices Agile methodologies to enhance team collaboration and efficiency, while integrating DevOps practices to streamline the CI/CD pipeline, ensuring rapid, reliable deployment and maintenance of numerous applications.

O'Reilly Auto Parts - Software Developer Intern May 2022 - August 2022

- Worked in a 12 week boot-camp-like environment in full stack web development.
- Implemented various projects using Java, Spring, JavaScript, HTML/CSS, and MySQL.
- Completed internship with a 97% average on all assessments.

Code Ninjas - Instructor Oct 2019 - March 2020

- Instructed kids through age 14 on computer science basics through JavaScript game development.
- Maintained a focused work environment and kept kids engaged with topics.
- Communicated topics/concepts to students and relayed progress with parents.

SELECT PROJECTS

Snipbit Vue.js, TypeScript, Tailwind CSS, PocketBase

- Teamed up with a colleague to develop a social media web application for developers to store and share code snippets, integrating a sophisticated code playground with an editor utilizing IntelliSense and a live preview for HTML/CSS/JS code.
- Won 3rd place overall at Mizzou's 2023 TigerHacks hackathon out of 59 projects and 185 participants and is published on [Devpost](#).

Tabs TypeScript, JavaScript, React Native, Firebase

- Collaborated with a peer to develop a mobile application utilizing geolocation tracking, aimed at preventing drunk driving by facilitating group coordination and location monitoring.
- Won 3rd place overall at Mizzou's 2022 TigerHacks hackathon out of 80 projects and 300 participants and is published on [Devpost](#).

Echoes Of Existence Godot, GDScript

- Worked with a partner to create a 2D top-down game in the Godot game engine, creating all original art, sounds, music, and overall game design.
- Used the FastNoiseLite library to create a procedurally generated landscape with randomized enemies and flora.
- Won 3rd place overall at Adroit Studios's Game Jam and is published on [itch.io](#).

SKILLS

Languages	TypeScript/JavaScript, Java, SQL, C, Python, Swift, Groovy
Technologies	Vue.js, Spring, Tailwind CSS, React, Git, Jira, Jenkins, AWS, Docker
Soft Skills	Teamwork, Communication, Problem Solving, Design, Accountability, Organization, Consistency

EDUCATION/CLUBS

BS in Computer Science, University of Missouri-Columbia – *GPA: 3.85*

Expected Graduation: May 2024

Minor in Mathematics, University of Missouri-Columbia

Courses: Data Structures & Algorithms 1/2/3/4, Cloud Computing, Software Engineering, Web Dev 1/2, iOS Dev 1/2

MCA, Mizzou Computing Association

Fall 2021 - present

UPE, Upsilon Pi Epsilon – *Computer Science Honors Society*

Fall 2022 - present