

NATHAN MUKOوبا

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EDUCATION:

University of Colorado Boulder, Boulder CO

Bachelor of Science in Computer Science

August 2020 - Present

Expected Date: May 2024

TECHNICAL SKILLS:

Languages: Python | Java | C++/C | HTML & CSS | JavaScript | MySQL | LaTeX

Frameworks: Angular.js | Node.js | OpenGL | Docker | MySQL Workbench

Tools: GitHub | Google Suite | Microsoft Office | Figma | Postman | MySQL Workbench

COURSE WORK:

Data Structures | Computer Systems | Software Development Methods and Tools | Algorithms | Data Science | Database Systems | Object-Oriented Analysis/Design

PROJECTS:

DigiClips Media Search Engine – Senior Capstone Project (Project Manager)

Sept 2023 – Present

- Collaborated and led a team of developers on debugging their email alerts and updating features on a Media Search Engine site.
- Created documentation, Meeting Agendas, User Stories and Task List TODOs, to ensure consistent communication and organization with team member and project sponsors.
- Ensured compatibility with various media sources (Television, Radio, Newspapers, Magazines, social media, Blogs) by implementing web scraping and content processing algorithms in Express.js.
- Conducted thorough testing and debugging of frontend components, ensuring compatibility across different browsers and devices. Uploading production code on to AWS LightSail.

Car Customizer – Java OOP Project

Nov 2023 - Dec 2023

- Collaborated on a Java-based Car Customization application, emphasizing Object-Oriented Principles.
- Provided users with a console-based interface for customizable car orders.
- Implemented key features including importing, parsing, and displaying car data from CSV files, utilizing design patterns such as Strategy for cost calculations and Observer for customization history.

HackCU 9: Social Impact Track: NiteLite

Mar 4th - 5th, 2023

- Led a cross-disciplinary team to create "NiteLite," an application for safe nighttime navigation.
- Crafted UI using Figma, presented the final prototype in less than 48 hours.
- Designed the NiteLite app UI and a virtual Arduino prototype using Tinker-CAD.

The Old-Fashioned Way: Local Gaming Platform for Pong with Bet System

Nov 2022 – Dec 2022

- Collaborated on a lightweight local gaming platform for two-player betting on Pong.
- Utilized HTML/CSS for interface design, incorporated Docker containers, PostgreSQL, and NodeJS.
- Implemented Agile Development methodologies for streamlined workflow.

WORK EXPERIENCE:

GoldShirt Student Assistant

Engineering GoldShirt Program | University of Colorado Boulder, Boulder CO

Nov 2021 - Present

- I conducted outreach to prospective GoldShirt Students, coordinated and executed both academic and social events for current Scholars, and improved communication methodologies. I also provided administrative support to professional staff as well as updated and analyzed data. I successfully led and coordinated the 'GoldShirt End of Year celebration' for an average of 80-120 students and staff for 2 years.

GoldShirt Peer Mentor

Engineering GoldShirt Program | University of Colorado Boulder, Boulder CO

July 2022 – May 2023

- As a Peer Mentor, I was responsible for guiding 3 first year mentees in the Goldshirt Scholars Program in setting and attaining academic and professional goals. I collaborated with a team of Peer Mentors curating events for the engineering first year cohort. I achieved 100% mentee retention throughout the academic year with proactive support and guidance.

ACTIVITIES:

National Society of Black Engineers (NSBE) Board Member - Web Master

August 2022 - Present

- Orchestrated events for a 50+ member society, with a focus on inclusivity.
- Maintained CU Boulder NSBE's Drupal website, updated content regularly.
- Provided IT support for meetings and seminar setups, ensured seamless tech functionality.

