

HELLO!

I'm a developer and designer with an interest in novel interfaces, social media, education and design-engineering collaboration.

WORK

Snap, Inc. – L2 Software Engineer JANUARY 2018—

I'm currently an engineer in Snap's NYC office, where I work on prototyping, iterating on and shipping new features, primarily for the Snap Map on iOS. Most recently, I worked on a rewrite of Context Cards as the sole iOS engineer.

Squarespace – Engineering Intern JUNE–AUG 2017

Built new features and made improvements to Squarespace's iOS apps.

Brown University – Teaching Assistant SPRING 2015, FALL 2016

Developed assignments and labs, graded assignments, and held office hours for CS141 (Artificial Intelligence) and CS1300 (User Interfaces).

Square – Engineering Intern MAY–AUG 2016

Worked as a full-stack engineer on Square's Caviar food-delivery service, building out new features on iOS, web frontend and the Ruby-on-Rails backend.

Apple – Engineering Intern MAY–AUG 2015

As an intern, worked on Spotlight for OS X El Capitan and prototyped machine-learning solutions to improve search.

Foursquare – Engineering Intern JUNE–AUG 2013; NOV–JAN 2014

Worked mainly on the Swarm app for iOS, building major new features like checkin leaderboards, an entirely redesigned post-checkin experience and revamped checkin UI, plus supporting changes to the Scala backend.

EDUCATION

Brown University – A.B. Computer Science GRADUATING DEC 2017

Selected coursework: Artificial Intelligence, Deep Learning, User Interfaces, Software Engineering, Graphics, and Topics in 3D Game Engine Development.

Recurse Center FALL 2014

Participated in a three-month program (formerly known as Hacker School) in self-guided computer science exploration. I explored topics including neural networks, programming language implementation and natural-language processing.

Bard High School Early College Manhattan – A.A. in Liberal Arts GRADUATED JUNE 2013

Attended Bard College's early-college high school program in New York, receiving an accredited Associate's degree along with a high school diploma.

PROJECTS + FREELANCE

Flashlight for OS X – Development and open-source project management

An open-source platform for adding custom results to OS X's Spotlight search using runtime code injection, a Python API, and fast natural-language parsing. Included an online plugin gallery with over 70 plugins from a community of 120 contributors. CNET called it "Spotlight on steroids." flashlight.nateparrott.com

Rhymes with Reason – Product design and development

Designed and developed an online vocabulary program that teaches middle and high-school vocabulary using hip hop lyrics. As the only designer and programmer, created a Django and React-based responsive web app to allow teachers to assign exercises and track student progress. rhymeswithreason.co

Hack@Brown – Design and Engineering leadership

As a founding member of the Hack@Brown hackathon, worked as a leader of the development team (2014) and design team (2016), creating branding and the online presence of the 300-person event. hackatbrown.org

InstaGrade App – Development

Built an iOS app that used OpenCV to scan multiple-choice answer sheets ("bubble" or "scantron" sheets) and automatically grade them, instantly.

Deep Baby-Name Generator – Development and writing

Trained a neural network to autoencode names from a dataset of American baby names, then wrote an article explaining and exploring how to generate and combine names using their latent vectors. Written up in Fast Company, Motherboard and more.

SKILLS

- iOS/Mac development — 7 years of experience, including Swift, OpenGL, Core Animation and AutoLayout. Some experience in React Native.
- Web development — very familiar with HTML, CSS, Javascript, React and AppEngine.
- Design tools — significant experience in Sketch, Figma, Photoshop and Principle.
- AI and Machine Learning — strong understanding deep neural networks (conceptually, and practically using TensorFlow and Keras). Particularly interested in image understanding and adversarial image generation.
- Graphics - familiarity with AFrame, SceneKit and OpenGL; basic experience with Blender and Three.js.
- Other programming – significant experience in Python, and some work in Ruby on Rails and Go.