

Nathan Anderson

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Summary

Enthusiastic and driven Computer Engineering senior, combining a strong academic foundation with professional experience in embedded software. Skilled in embedded, full-stack web, and graphics programming. Committed to leveraging technical knowledge and creativity to develop innovative solutions. Seeking an employment opportunity to work on exciting projects and gain further expertise in the field of computer engineering.

Key Highlights

- Proven proficiency skill in working with a team on large scale projects involving low level **C** and robust testing
- Extensive personal experience in full-stack web design and development.
- Experience implementing data structures and Algorithms in **C++** for coursework.
- Extensive experience architecting robust, performant, and scalable **C#** code for XR applications.

Programming Languages: C, Python, C#, JavaScript, Java, Dart, Swift, C++

Tools: Visual Studio Code, WSL2, PowerShell, Git, SQLite, Firebase, Unity

Professional Experience

Garmin, Chandler, AZ: Software Developer Intern 1/2024 - 8/2024

- Ensured functional tests written in **Python** met all requirements specified in a requirements document.
- Took action on feedback given in structured review processes to improve code quality.
- Adhered to Aviation **C** code standards built various features for embedded processors.
- Managed complex network connections to facilitate communication via satellite.

Meteor Studio at ASU, Tempe, AZ: XR Creative Developer 5/2022 - Current

- Lead development on a large XR experience writing **C#** scripts and infrastructure in the **Unity** game engine.
- Accelerated mobile rendering performance by more than 50% through identifying and optimizing bottlenecks.
- Managed the DevOps team to build various internal tools.

Education

Arizona State University, Tempe, AZ - Expected 2025

Pursuing a Bachelors in Computer Engineering

- Awards: Deans list every semester
- Relevant Coursework: Data Structures and Algorithms, Computer Networks, Digital Hardware, Microprocessors

Projects

CSE 360 Project - <https://github.com/natedog2424/EffortLoggerPrototype>

Worked with a team to practice software engineering techniques and the agile methodology by building an application for logging effort for projects. The application was written in Java with a SQLite database system.

CSE 310 Project - <https://github.com/natedog2424/CSE310Heaps>

Implemented a min heap data structure in **C++** along with a simple command line interface. Learned about C++ memory management, made a flexible makefile, and practiced following google's C++ style guide.

RECRUITid - recruitid.net

RECRUITid is a business I co-founded which consists of a web application created in **Python** that hosts digital profiles resembling business cards, catering to high school athletes. I participated in a startup pitching competition and received **\$7,000** in grant funding. This initiative streamlined information access, with over **5,000** profiles created. Implemented my own authentication system employing techniques such as encrypting passwords with salt and parameterizing SQL data.

Please visit my portfolio at nd24.is-a.dev for links to project demos and source code.