

Nathan Anderson

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Skills

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

Tools: Git, SQL, Firebase, PowerShell, Postman, Google Cloud, Vertex AI, Flask, Figma

Experience

Software Engineer (Aviation), Garmin – Chandler, AZ

Jan 2024 – Present

- Supported development and maintenance across multiple device platforms by tackling complex software and testing tasks in a small collaborative team.
- Regularly improved automated tests and introduced system improvements, such as migrating Bluetooth workflows to Linux, supporting enhanced security protocols, and adding CAN connection support.
- Efforts led to faster bug resolutions, improved cross-team integration, and strengthened device quality for released and upcoming products.

Creative XR Developer, Meteor Studio at ASU – Tempe, AZ

May 2022 – May 2025

- Drove cross-functional efforts on a graduate XR learning product, from Unity C# scripting to DevOps and AI-enabled feature integration.
- Automated asset tracking for 50+ VR devices with Slack app front-end, diagnosed and eliminated performance bottlenecks in XR applications, and led AI tool integrations for generative images, models, and dialogue.
- Project outcomes included impactful educational experiences, 50%+ boost in mobile rendering speed, robust infrastructure to support rapid iteration and research, and reduced equipment sourcing times.

Projects

RECRUITid

recruitid.net

- Co-founded and launched RECRUITid, a Python-based web app enabling high school athletes to create digital business card profiles, resulting in over 5,000 user signups.
- Secured \$7,000 in competitive grant funding by pitching RECRUITid in a startup competition, validating business viability and unique market fit.
- Designed and implemented a secure authentication system with encrypted, salted passwords and parameterized SQL, safeguarding user data and streamlining access for athletes and recruiters.

Portfolio Website

nd24.is-a.dev

- Developed a 3D maze game from scratch using advanced graphics techniques, including a triplanar mapping shader and quaternion-based 3D rotations, to produce a convincing physics-driven marble experience without relying on a game engine.
- Built an interactive A* pathfinding visualization that dynamically renders real-world maps via the OpenStreetMap API, simplifying and optimizing map data for smooth, real-time animation and providing users with hands-on algorithm exploration.
- Engineered an Apple inspired text transition tool implementing the edit distance algorithm with dynamic programming in JavaScript, producing seamless animated string transformations and responsive UI through advanced CSS and DOM manipulation.

Education

Arizona State University – BE in Computer Engineering

May 2025