Nate Levinson

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EDUCATION

Wesleyan University - BA in Computer Science   Middletown, CT
Major GPA 3.75 - GPA 3.60   *Aug. 2021 – May 2025*

PROFESSIONAL EXPERIENCE

Founder (Company Acquired)   March 2024 – June 2024
GeoGames LLC   *Wynnewood, PA*
- Created geogridgame, a web-based geography game with 25,000+ active daily players, 8+ million total plays
- Developed backend infrastructure with FastAPI and MongoDB, using CDN caching and load balancing strategies to handle over 50 million requests per month, reduce latency by 35% during peak traffic times, and achieve 100% uptime
- Integrated JSON-based schema to scale and manage in-game logic, improving database performance and flexibility
- GeoGames LLC was acquired by a game development studio

Software Engineer Intern   May 2024 – Aug. 2024
Beeswax (Acquired by Comcast)   *Remote*
- Worked alongside full-time engineers on backend development, designing, and optimizing system components.
- Built and deployed features using Django, PHP, and internal APIs, including creating and modifying endpoints, and developing SQL database schema and queries used in client-facing software
- Integrated a unit testing framework into the CI/CD pipeline using Docker and Kubernetes to identify and resolve bugs and improving performance metrics, resulting in a 200% increase in development efficiency

Business Owner   March 2019 – June 2022
Software Engineer & Entrepreneur   *Wynnewood, PA*
- Built a $500,000 revenue business generating a six-figure profit through the buying and reselling of high-demand consumer products from online retailers
- Reverse engineered RESTful API framework of 60 popular websites to create a keyword-based backend monitoring system
- Hosted multi-thread monitoring system on a directory of rotating IP addresses and ports to ensure 24/7 runtime
- Processed over one thousand unique SKUs of merchandise

PROJECT(S)

SeatSecure | *Python, RESTful API, HTML/CSS, Requests*   March 2022 – Present
- Built software to book reservations at the most exclusive dinner venues around the country via Resy.com
- Analyzed backend network requests to and from Resy.com and implemented Python's Requests library to mimic and automate the RESTful API flow of the reservation process in a highly efficient manner
- Employed 24/7 monitoring to ensure reservations with matching specified customer criteria (e.g. location, time, party size) are booked the instant they open. A technical summary of my code can be found here

TEACHING EXPERIENCE

Dean's Peer Tutor   Sept. 2022 – May 2024
Wesleyan University   *Middletown, CT*
- Invited to participate in the Dean's Peer Tutoring program for three consecutive years
- Responsible for providing one-on-one meetings and planning productive curriculum with students requesting support with Computer Science related coursework

Teaching Assistant   Sept. 2022 – May 2023
QAC 154 - Working With MATLAB & COMP112 - Intro To Programming   *Middletown, CT*
- Led weekly 30-person labs, teaching search/sort algorithms, object-oriented programming (OOP), and control structures
- Hosted help sessions to provide support with coursework and graded weekly homework assignments

TECHNICAL SKILLS

Languages: Python, C, HTML/CSS, mySQL, JavaScript, PHP, OCaml
Frameworks / Libraries: Next.js, Django, FastAPI, REST API / Pandas, vue.JS, NumPy, SciPy, Pytest, Matplotlib, Requests
Developer Tools: Git, Docker, Kubernetes, Redash, Insomnia, Postman
Relevant Coursework: Algorithms and Abstract Data Types, Functional Programming, Discrete Math, Computer Networks
Interests: Chess, Music, Geography, Vexillology, Sports Analytics, History, Sneakers