

Nate Levinson

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EDUCATION

Wesleyan University - BA in Computer Science

Major GPA 3.75 - GPA 3.60

Middletown, CT

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 3+ million plays, 15,000+ active daily players
- 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