

NATHAN LUU

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[Github](#) [Linkedin](#) [Portfolio](#)

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Websockets, Python, Express.js, Node.js, SQL, SQLite3, PostgreSQL, MongoDB, Mongoose, jQuery, Webpack, Git, Heroku

EXPERIENCE

Performance Engineer Intern

NVIDIA Corporation, Santa Clara, CA

May 2019 - December 2019

- Developed Bash and Perl scripts to test new graphics performance of Nvidia's graphics cards which represents \$10M in recurring revenue
- Collaborated across multiple teams including Marketing, Software, and Hardware to provide critical data to our customers
- Led a team of 4 on the initial project of the Nvidia Super series resulting in a flawless and bug-free launch of popular cards such as the Nvidia 2060 Super

OIT Technician

Pacific Technology, Stockton, CA

March 2018 - May 2019

- Investigated incidents caused by malicious activities such as SQL injections compromised servers
- Resolved 10-15 networking tickets with customer devices through ServiceNow

EDUCATION

BS Computer Science - University of the Pacific | 2016 - 2020

Web Development - App Academy | Spring 2021

PROJECTS

Devcord Javascript, ReactJS, Redux, CSS, SCSS, HTML, Ruby/Ruby on Rails, PostgreSQL, Heroku, Git

[live](#) | [github](#)

Discord inspired web application built on Ruby on Rails and React/Redux

- Leveraged Rails' Action Cable and Redis to manage web-socket connections for live-chat
- Incorporated React-Redux container and Redux selector patterns to architect highly scalable and uni-directional front-end state management
- Implemented custom back and front end user authentication by combining Rails conventions, Active Record, and customized React-Router higher order components
- Optimized backend database by eliminating N+1 queries through the use of Active Record's built-in function "includes"
- Utilized Rails polymorphic associations with messages on channels and conversations for dry code

Ride Along ReactJS, Redux, ExpressJS, NodeJS, MongoDB, Mongoose

[live](#) | [github](#)

Ridesharing app built on the MERN stack which allows users to quickly find car trips with others

- Designed an efficient search algorithm to allow users to filter for rideshares based on start and end location, using Mongoose query population to extract only necessary data from the MongoDB database, improving performance
- Integrated Google Maps API and Geocoding API to translate addresses to geographic coordinates and display the location of the rideshares with markers containing additional details.
- Employed CSS3 flexbox and leveraged Webpack and Babel for a compelling UI/UX and responsive layout across web browsers.

Banana Man Javascript, HTML, Canvas, CSS, Webpack, Git

[live](#) | [github](#)

2D grid game built entirely on Vanilla Javascript

- Designed fully animated characters with run and throw actions through the usage of keypresses
- Animated retro game visuals through open-source sprite sheets using requestAnimationFrame on html canvas
- Utilized async await functions to create a physics engine that allows for unit collision