NATHAN LUU

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SKILLS

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

EXPERIENCE

Software Engineering Assistant

App Academy, San Francisco, CA   October 2021 - Present
- Prepare students for the technical interview process through mock interviews focused on developing and articulating solutions to complex questions
- Engage in one-on-one debugging sessions for student portfolio projects ranging from ideation to deployment

Performance Engineer Intern

NVIDIA Corporation, Santa Clara, CA   May 2019 - December 2019
- 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
- Developed Bash and Perl scripts to test new graphics performance of Nvidia's graphics cards which represents **$10M** in recurring revenue

OIT Technician

Pacific Technology, Stockton, CA   March 2018 - May 2019
- Investigated and resolved 10-15 incidents caused by malicious activities such as SQL injections compromised servers

EDUCATION

Bachelor of Science in Computer Science - *University of the Pacific | August 2016 - May 2020*
Full Stack 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 **Ruby on Rails** and **Redis** to manage web-socket connections for live-chat
- Incorporated **React-Redux** container and selector patterns to architect scalable and uni-directional front-end state management
- Implemented custom user authentication by combining Rails, Active Record, and customized React-Router 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 CSS 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
- 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