Nathan Sampo

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SKILLS

Languages: Python, Java, Javascript, C, C++
Technologies: Git, Node.js, AWS, ROS, Arduino, Linux, Windows
Methodologies: Agile Development, Scrum

EDUCATION

BS Software Engineering, *Olin College of Engineering, Needham, MA*   **Graduating May 2020**
GPA: 3.53
Courses: Senior Capstone Program in Engineering, Machine Learning, Data Structures and Algorithms, Databases, Software Systems, Software Design, Computation Introduction to Robotics, Foundations of Computer Science, Accessible Design, Discrete Mathematics, Small Satellite Laboratory
Extracurriculars: Founder and President of Game Programming Club, President of Unicycle Club

EXPERIENCE

Engineering Intern, *Raytheon, Andover, MA*   **May 2018 - August 2019**
- **Security Clearance:** Secret, Active
- Implemented a digitized solution to replace the physical record system of PATRIOT Radar manufacturing quality inspection documents
- Automated defect data collection and collation, and integrated with manufacturing database
- Collaborated with cross-functional team of software engineers, manufacturing engineers, quality engineers, operators, and assemblers
- Deployed applications to active production floor

IT Technician, *Olin College of Engineering, Needham, MA*   **May 2017 - September 2018**
- Automated IT processes through shell scripting
- Created and deployed disk images
- Communicated with end users to diagnose and resolve hardware and software issues
- Utilized issue tracking system to collaborate with coworkers and complete tasks

Teaching Assistant, *Discrete Mathematics*   **September 2019 - December 2019**
- Held office hours, graded student work, and aided in course curriculum and projects

PROJECTS

See natesampo.com for additional details and projects

Senior Capstone Program in Engineering (Python, AWS) - Sponsored by Sonos, used signal processing, data science, and machine learning to automate parts of Sonos production line testing
Simultaneous Localization and Mapping (Python, ROS) - Developed SLAM implementation and deployed to autonomous robot to map unknown spaces
Grayscale Colorization (Python, Machine Learning) - Used PyTorch to train Convolutional Neural Network (CNN) to colorize grayscale urban images
Online Fighting Game (Javascript, Node.js) - Created popular online fighting game during Ludum Dare 43 with over 1000 matches played.