Nathaniel Marquez

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EDUCATION

Carnegie Mellon University, School of Computer Science

Pittsburgh, PA May 2024

B.S. Artificial Intelligence, Concentration in Human-Computer Interaction

Dean's List with High Honors

Current Coursework: Search Engines • Advanced Natural Language Processing • Modern Regression • Human-AI Interaction Previous Coursework: Deep Reinforcement Learning • Designing AI Products • Systems (C) • ML • Functional Programming Parallel & Sequential Data Structures/Algorithms • Human-Robot Interaction • Theoretical CS

EXPERIENCE

Netflix

Los Gatos, CA

Summer 2023

- Software Engineer Intern, Search and Recommendation Innovation Team

 Designed and successfully proposed **two new features** to be integrated into the recommendation system ecosystem
 - Increased speed of integration for new products/features by 200% through working on a service to mock recommendations
 - Worked across 6 Java Spring Boot services and coordinated across 3 teams
 - Impacted over **500,000 automation tests** to cross-functionally serve UI partners

Meta Menlo Park, CA

Software Engineer Intern, In-Stream Ads Team

Summer 2022

- Led the effort to create a new ad format for Facebook Reels using PHP/C++/React, expected to generate \$4M by the EOY
- Project was deemed a "high-impact, top company priority", expected to increase team revenue by 2%
- Coordinated with 4 different teams across 3 codebases to enable backend ad creation and frontend client/advertiser UI
- Organized an intern project showcase for 5 interns across 2 teams, presented our projects to 1000+ employees via livestream

Fanhouse Remote

Software Engineer Intern

Summer 2021

- Developed full-stack web features with React/Node.js for the social media platform which processed \$2M during my tenure
- Implemented a weighted social graph experienced by over 65,000 users for content recommendation
- Single-handedly trained the neural network with TensorFlow for content moderation of over 30,000 monthly photo uploads

Carnegie Mellon University, School of Computer Science

Pittsburgh, PA

Teacher's Assistant for 07-180: Concepts in Artificial Intelligence

Spring 2022, Spring 2023

- Worked with 10 TAs to run a relatively new course of 75 students, covering topics such as Search, MDPs, RL, DTs, and NNs
- Designed and taught 2 new recitations, held weekly office hours, and proctored group discussions during lectures

Teacher's Assistant for 15-112: Fundamentals of CS

Spring 2021

- Worked on a team of 50 TAs to run a class of 300 students, made up of both undergraduate and graduate students
- Led recitation of 25 students 3 times a week, graded quizzes/tests, held office hours and tutored individual students

PROJECTS

Chess Moves For Itself: Autonomous Chess Board

CMU Build18 Hackathon • Spring 2023

• Developed the Main Controller FSM on a Raspberry Pi and utilized Google Voice API to incorporate voice controls

TerraBot

15-482: Autonomous Agents • Fall 2022

Programmed an autonomous greenhouse using ROS (rospy), FSMs, sklearn, and OpenCV to grow lettuce and radishes

PogPong: 3D Ping Pong Game (Devpost)

15-112: Intro to CS Term Project • December 2020

• Developed a basic 3D graphics engine in Python, and leveraged OpenCV to implement motion tracking camera controls

ACTIVITIES

Carnegie Mellon Filipino Student Association, President

August 2020 - Present

Manages club finances; Promotes the Filipino Community through cultural events, guest lectures, and celebrations

Youtube Channel (See Here)

June 2020 - Present

- Documents my experiences at Carnegie Mellon and gives college application advice
- Edits, shoots, writes, and produces each video, with a total viewership of 100,000+ views

SKILLS

Proficient Languages: Java • Python • C • JavaScript/TypeScript • SML (Functional) • HTML/CSS

Familiar Languages: C++ • MATLAB • PHP

Other Development Skills: Git • Wireframing • MVC/OOP • React • PyTorch • sklearn • Django • Node.js