

Nathan Verghis

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EDUCATION

University of Guelph, Guelph — *Bachelor of Computer Science*

Sept 2019 - April 2022

Following my year at the University of Toronto, I continued my education in Guelph as a computer science major with a minor in Biology. From learning about software systems development to intelligent systems, I've been equipped with in-depth knowledge of many technology stacks which fuel our world today.

EXPERIENCE

University of Guelph, Guelph — *Web Developer*

July 2020 – Present

In this position I was able to help build a website from the ground up to simulate a virtual gallery, while also handling form submissions from applicants. A flexible environment where I was able to get acquainted with PHP and JavaScript to aid in the responsiveness of the site.

University of Guelph, Guelph — *Undergraduate Teaching Assistant*

September 2020 – Present

As an Undergraduate Teaching Assistant, I was tasked with teaching fundamental algorithms to students. This involved discussing issues such as algorithm optimization with runtime complexity and designing assignments to aid students in understanding and appreciating the elegance of efficient code.

PROJECTS

Stock Trading Algorithm — *A Linear Regression Model*

October 2020 – Present

A personal favourite in terms of personal projects, this project represents many skills I've learned throughout my career. Using the Alpha Vantage API, I collect and format stock data of the daily trending tickers, which I can then funnel into TensorFlow. From there I was able to design a Linear Regression model to predict the opening price of the stocks of the next minute, and based on this make decisions of which stocks to long/short.

QuFlix — *A Better Way to Binge*

December 2020 – Present

A project I use daily, this chrome extension allows users to create a queue of their Netflix content to improve UX. This project was very helpful in familiarizing myself with the Google environment as it exposed me to google scripts, and allowed me to practice using data types like linked lists and hash tables to optimize performance. I was also able to gain valuable experience in producing a released product, as this was a project that had to meet specifications to qualify on the Chrome Web Store.

SKILLS

- Python
- Java
- C
- UNIX
- SQL
- JavaScript
- Swift

TECHNOLOGIES

- jQuery
- TensorFlow
- WordPress
- NumPy
- Unity
- Matplotlib
- Android Studio

INTERESTS

- Artificial Intelligence
- Game Development
- Real time Randomness
- Cloud Computing

OTHER PROJECTS

- Image to Sound Conversion Algorithm
- Sudoku Solver (AI in progress)
- Chris Hansen Bot (script to identify and report internet predators)
- LockBox Mobile App
- Digit Recognition AI
- Snake/Brick Breaker