Nathan Eng

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EDUCATION

Georgia Institute of Technology, 3.98/4.00 GPA　　　　　　　*August 2022 – May 2024*
Bachelor of Science in Computer Science　　　　　　　　　　　*Atlanta, GA*

University of Oregon, 3.98/4.00 GPA　　　　　　　　　　*September 2020 – June 2022*
Bachelor of Science in Computer Science　　　　　　　　　　　*Eugene, OR*

EXPERIENCE

Streem, Inc.　　　　　　　　　　　　　　　　　　*May 2022 – August 2022*
Software Engineer Intern　　　　　　　　　　　　　　　　　*Remote*
- Implemented end-to-end tests for a video call system using WebdriverIO framework to improve application reliability.
- Created a TypeScript script to validate simultaneous localization and mapping algorithms and RealityKit scenes.
- Designed and ran multi-platform mobile tests in BrowserStack.

University of Oregon Department of Computer Science　　　*January 2022 – June 2022*
CS 315, Intermediate Algorithms: Teacher's Assistant　　　　　　*Eugene, OR*
- Held weekly office hours to help students with debugging, graph algorithms, and dynamic programming.
- Graded over 50 students' work based on a list of quality standards.

DeFi Development Startup　　　　　　　　　　　　*October 2021 – May 2022*
Full Stack Developer　　　　　　　　　　　　　　　　　*Portland, OR*
- Built a decentralized peer-to-peer social network payment application using React, jQuery, and Bootstrap.
- Deployed and evaluated smart contracts on a simulated Ethereum blockchain with the Truffle Suite.
- Integrated third party hot wallets such as MetaMask and Coinbase Wallet using web3-react.
- Increased server query response time by 17% by restructuring REST API and optimizing concurrency.

OHSU Department of Medical Informatics and Clinical Epidemiology　*May 2021 – September 2021*
Data Science Intern　　　　　　　　　　　　　　　　　*Portland, OR*
- Filtered data sets from the N3C COVID-19 database containing over 6 million rows with R, Python, and SQL.
- Utilized SparkR for distributed data processing to deal with large-scale data streams.
- Developed data visualization templates including a single-data frequency plot split among data partners.
- Presented and demonstrated how data analysts can apply visualization templates to their research.

ORGANIZATIONS

University of Oregon Web Development Club　　　　　*January 2022 – May 2022*
President/Founder　　　　　　　　　　　　　　　　　*Eugene, OR*
- Grew club to 30+ members within one semester through industry recruiter events and structured curriculum.
- Led seminars on tools including JavaScript, HTML/CSS, React, jQuery, anime.js, and THREE.js.
- Hosted interactive resume and interview workshops for a group of 30+ students.

PROJECTS

Sorting Algorithm Visualizer | *nathanaeng.github.io/sorting-visualizer*　　　*January 2022*
- Created a web application with React to visualize different sorting algorithms and their time complexities.

Distributed Time Event Server　　　　　　　　　　　　　*May 2022*
- Developed a multi-threaded, encrypted networking system using the User Datagram Protocol in C.
- Handled concurrent requests and responses using the Pthreads library.

TECHNICAL SKILLS

Languages: Python, C/C++, JavaScript, TypeScript, HTML/CSS, Java, R
Technologies: Git, Docker, AWS Services, React, Node.js, Bootstrap, Valgrind, GDB, Linux, Elasticsearch, Kibana, VMWare Workstation Player, VirtualBox
Concepts: Data Structures, Intermediate Algorithms, Object-Oriented Programming, Computer Organization, Operating Systems