

Nathan Chau

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Education

BASc. Engineering Science, University of Toronto

2011 → 2015

- CGPA 3.61/4.00, GPA 3.93/4.00 over last 3 semesters
- Graduated with Honours in Computer and Electrical Engineering Option

Technical Skills

- Objective-C, iOS, Python, HTML, CSS, Unity/C#, C, MATLAB, Javascript
- Adobe Photoshop, Illustrator

Relevant Experience

Co-Founder, Freehand

January 2016 → Present

- Designed and built a custom robotic arm to validate technical feasibility of the project.
- Led software development of a demo, in Unity, that allows users to hold basic objects in VR by interacting with an Oculus Rift and a Leap Motion.
- Led software development for Arduino, implementing efficient systems for robot control.
- Freehand is a device that lets you touch and manipulate objects in virtual reality as if they were in the same room as you.

Lead Front-End Developer, Wildfire

January 2015 → May 2015

- Designed and led implementation of a responsive, React.js-based client-side app.
- Wildfire was a question and answer-based social network designed to quantify public opinion. It was built for a fourth-year capstone course at the University of Toronto.

Lead iOS Developer, Blynk

July 2014 → August 2014

- Designed and developed v2.0 for Blynk Style on iOS.
- Conceptualized and implemented new features including social sharing and user following with the goal of increasing product stickiness.
- Blynk is a "personal stylist in your pocket." It was recently acquired by Kik (Dec 2015).

Co-Founder, Delio

May 2014 → July 2014

- Designed and developed v1.0 of the universal iOS app.
- Conducted a private beta test with >100 users to validate product/market fit.
- Delio was an app that taught users to cook using step-by-step instructional videos.

Entrepreneur, The Next 36 Entrepreneurship Initiative

May 2014 → August 2014

- Participated in the 2014 cohort.
- Yearly cohorts of 36 students are selected from across Canada and the USA.
- Blynk and Delio were founded through The Next 36.