

Nathan Davis

davis.nated@gmail.com | nathandavis18.com | github.com/nathandavis18

Education

Weber State University – BS in Computer Science, 3.77 GPA | *cum laude*

Apr 2024

Skills

Programming Languages: C#, JavaScript, Python, HTML, CSS, SQL, C++

Frameworks: .NET, Bootstrap, Tailwind, React, Next.js, Django, Playwright

DevOps/Tools: Object-Oriented Programming, Git, AWS, Agile, CI/CD (GitHub Actions), Microsoft SQL Server, MySQL

Technical Projects

CAPSTONE: Appointment Scheduling System | C#, .NET, JavaScript, HTML/CSS, Bootstrap, Git

Feb 2024 – Apr 2024

github.com/nathandavis18/Steamboat-Willie

- Collaborated with a team of 4 engineers to design and build a SaaS platform enabling students to schedule appointments with advisors/instructors; adopted by Weber State University for educational and non-commercial uses
- Enhanced basic minimum viable product into a polished system by leveraging client-based insights from advisors and instructors, leading to an improvement in product functionality and user experience
- Designed filtering algorithm enabling students to filter for specific appointments, decreasing appointment search time
- Implemented automated integration with Google Calendar to populate user's calendar via Google's Calendar V3 API
- Incorporated Google and Microsoft external authentication services allowing users to login and signup using 3rd party services via Google's and Microsoft's OAuth2.0 APIs

Terminal-Based Text Editor | C++, CMake

July 2024 – Sep 2024

github.com/nathandavis18/NotVim-Editor

- Built a VIM-like terminal-based text editor with 0 dependencies utilizing C++ and the CMake build system
- Authored algorithms for precise rendering adjustments, ensuring a smooth user experience
- Leveraged OS-specific APIs for cross-platform terminal interactions

Portfolio Website | JavaScript, React/Next.js, HTML, CSS, Tailwind

June 2024 – Present

github.com/nathandavis18/portfolio

- Created a multiplayer version of Tetris allowing cooperative play for 1-4 players using C++ and SFML
- Authored a scaling algorithm for automated display calculations and board growth
- Utilized CMake build system as a learning exercise and for simplified cross-platform, automated builds

Recipe Sharing Site | React, JavaScript, Django, Python, AWS, Nginx

July 2024 – Aug 2024

github.com/nathandavis18/Recipe-Sharing-Site

- Developed a full-stack recipe sharing site to enhance web development skills
- Implemented React and JavaScript/JSX for the frontend and Django for the backend with AWS hosting
- Configured a Nginx proxy server to facilitate secure communication between frontend and backend server
- Leveraged several AWS services (EC2, S3, CloudFront CDN, and VPCs) for optimized hosting and reduced latency

Experience

Personal Shopper - Walmart, Layton, UT

Aug 2020 – Present

- Optimized picking operations to increase efficiency by 10%, achieving a consistent 200 items/hour rate with 0 compromise on quality, boosting overall customer satisfaction
- Demonstrated consistent attention to detail and time management in a fast-paced environment
- Trained and mentored 10+ new hires, streamlining onboarding processes and enhancing team productivity